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# STAR WARS

ISSUE 88

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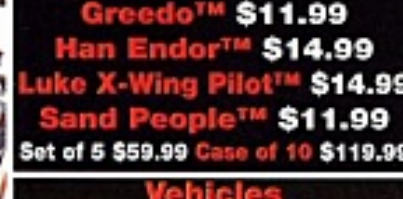
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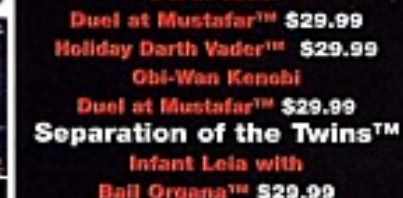
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Correction: Last issue we listed OODS illustrator Robert Hendrickson as Rob Hendrickson. The guilty parties had their memories erased and were sent to the spice mines of Kessel.



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## Paint It Black

No, your vision isn't getting dim, you didn't eat something bad for lunch, and someone hasn't snuck up behind you and surreptitiously smacked you upside the head with a blunt object. The editorial pages of most of the issue you're holding are indeed black. A radical departure from our usual look? Sure—but what better way to convey that *Insider's* all-Sith issue is dedicated to all that is evil? We've put a lot of effort into honoring the foulest beings in the galaxy, in both words and images, and we hope you enjoy the ride. So take a breath and relax—the look is only temporary. Next issue, we will return to celebrating sunshine, waterfalls in the springtime, baby Ewoks, and all else that is good and cuddly in the galaxy.

Why an all-Sith issue? Isn't that a little...morbid? Well, it's always the bad guys who capture our imaginations, and no question that *Star Wars* is rife with some of the greatest celluloid bad-dies ever. More importantly, while our conception of good and evil is usually informed by the hero's journey, in the case of the *Star Wars* mythos, it is the Sith, especially Darth Vader, who probably have the most to tell us about these notions.

One thing I appreciate about the prequel trilogy is its eschewing of simple dualistic representations of good and evil. Vader's tragic plight reminds us that in life, good people sometimes do bad things. And this resonates with me the older I get. Sometimes we do follow our baser instincts instead of our hearts. Sometimes we trust people we shouldn't because they tell us all the things we need to hear and believe in us when no one else seems to. Sometimes the fear of death tends to overshadow the fact that at this moment, there is life worth living and people worth living for. And sometimes we make destructive choices for what we believe are good reasons. At one time or another, we have all suffered.

The dark side is not taking complete and utter delight in causing pain in others. The dark side is suffering, and suffering is what makes us human. In the case of Darth Maul, sometimes monsters are manufactured without much choice in the matter. As for Tyrannus and Sidious, I think it's safe to assume that there are people in the world who, in acting only in their perceived self-interest, are blind to most things, save their own ambition; that in itself is a very sad condition. And it's also a very human one.

But if there's a lesson to be gleaned, it's that there is always the possibility of redemption, the seeds of which are often planted at the moment of our descent. Consider Vader's devotion to family and the fact that while his love for his mother and wife cause selfish actions that trigger his fall, his love for his son inspires the self-sacrifice that brings him back. It's comforting to think that no matter how far we fall, sacrifice can lead to salvation.

Ultimately Vader's journey is one from depravity to grace, a grace that couldn't have been reached without the self-knowledge learned during his prolonged state of suffering. And to me, the idea that our worst mistakes provide the building blocks for our subsequent successes, that choices we think initially disastrous may eventually yield wonderful surprises, is the essence of hope.

Frank Parisi, Editor



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# A (Sort Of) Mystery Answered

## A STORMTROOPER NAMED WILHELM

*I'm writing in response to the letter from Dillon Mansel printed in Insider #87. I know why the Wilhelm Scream is present in the celebration at the end of Return of the Jedi. If you look very closely at the bottom of the screen during the scene on Coruscant, you will see a lone stormtrooper being "floated" by the crowd in true rock concert fashion. Even if you zoom in all the way, it is difficult to make out—but he's there. I imagine the poor schmoe was on patrol and got separated from his unit. He was trying to rejoin them when the poodoo hit the fan. The crowd decided to have some fun with the hapless fellow, symbolizing the people rising up to overthrow the evil Galactic Empire. May the Force be with you!*

—Brian Shank, Piscataway, NJ

## ASK AND YOU SHALL RECEIVE

*I have been reading this magazine since the Lucasfilm Fan Club Magazine days, and it is still great. I was wondering if you were planning on covering other projects that ILM and Skywalker Sound are working on. Keep up the good work!*

—Thomas Smith, Kennard, TX

Thanks for the kind words, Thomas, and double thanks for being such a devout longtime reader. Yes, there are indeed plans to cover upcoming, non-Star Wars projects that both companies are working on. Next issue, we will be taking an in-depth look at the visual effects ILM has provided for some of this year's biggest summer films, and we will take a look forward—and back—at Skywalker Sound in an issue not long afterward.

## GALAXIES IN TURMOIL

*I know this is a little off-topic for Insider, but Sony Online Entertainment has recently forced, without warning, a new upgrade to Star Wars Galaxies called NGE, or "New Game Enhancements," onto its players. The upshot is that anyone who has played the game for at least a year has had most if not all of their effort thrown out the window. The forums are full of players screaming for NGE to be removed, or at least some simple two-way communication*

*from SOE. Please, I'm begging on behalf of a beleaguered and seemingly ignored player base for help!*

—Bradley Lord, Via Internet

Ouch! We feel your pain, Bradley, and can see why many longtime players of Galaxies would be upset. However, we also see the logic behind Sony Online's decision to implement the enhancements. The game, considered to be among the hardest of the hardcore MMOs, was too cumbersome for many people's tastes. Its interface and combat system were often difficult. For example, early versions of Galaxies featured more than a dozen different types of damage, from cold and heat to kinetic and so forth. It was just too much for some people. Many potential players agreed, and apparently, so did Sony Online.

But we can sympathize with your dismay and frustration. After all, MMO fans invest countless hours and endless heartbreak to make their custom character all that he or she can be. Don't forget, however, that SOE has implemented tons of little elite bonuses intended only for old-school players of the original Galaxies. If you reached the prestigious level of Jedi, for instance, you'll have special auras and abilities in the NGE expansion.

And look at it this way: Community is the lifeblood of any successful MMO. And frankly, the intricate interface and über-hardcore play styles from the early versions of Galaxies were scaring off legions of potential players. Since you wrote your letter, both SOE and LucasArts Galaxies folks have been on the road meeting hundreds of Galaxies players, listening to their complaints, and promising to incorporate some of their suggestions into the ever-expanding Galaxies game.

## MORE SECRET SOUNDTRACKS

*I just finished reading Dan Eads' letter about putting Star Wars video game discs in regular CD players and getting a bonus soundtrack in issue 87. I wanted to add that this technique also works for the old PlayStation Star Wars game, Masters of Teräs Käsi! It has one of the best Tusken Raider theme cuts ever!*

—Jose Gonzalez, Via Internet

## QUESTIONS ABOUT STAR WARS TO KEEP YOU AWAKE AT NIGHT

Why are all the rankings and spacecraft in the Rebel Alliance and the Empire based on the Navy?

—"Commander" Doug David, Via E-mail

After Emperor Palpatine defeats Yoda in *Revenge of the Sith*, why do Yoda and Obi-Wan go into exile? Why didn't they team up and go after Palpatine together?

—Rob Forrest, Via E-mail

If Luke was supposed to be kept hidden from the Empire, why wasn't his last name changed?

—Lawrence Curry, Via E-mail



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# Han Shoots First!

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**ALL** new two-disc DVD sets of *Star Wars*. *The Empire Strikes Back*, and *Return of the Jedi* will enjoy a limited release on Sept. 12, marking the first time that each film will be available individually, not in a set, and attractively priced. Best of all—because fans demanded it—the sets will include as special bonus material the original versions of all three films as they appeared on screen in 1977, 1980, and 1983! No enhancements, no remastering, no “Episode IV: A New Hope” on the opening crawl of *Star Wars*—just the original versions as you (or your older relatives) first saw them in theaters. Ewoks song and all, straight from the Lucasfilm Archives and packaged by Twentieth Century Fox Home Entertainment.

“Over the years, a truly countless number of fans have told us that they would love to see and own the original versions that they remember experiencing in theaters,” said Jim Ward, senior vice president of Lucasfilm Ltd. and president of LucasArts. “We returned to the Lucasfilm Archives to search exhaustively for source material that could be presented on DVD. This is something that we’re very excited to be able to give to fans in response to their continuing enthusiasm for *Star Wars*. Topping it off with a new interactive adventure makes Sept. 12 a red-letter day for *Star Wars* fans.”

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OPENING CRAWL  
OF STAR WARS**

That interactive adventure, released at the same time as the DVDs, is LucasArts and TT Games’ *LEGO Star Wars II: The Original Trilogy*, the action-packed sequel—filled with tongue-in-cheek humor—to one of the best-selling video games of 2005. The new game combines the classic story of *Star Wars* with the endless customization of LEGO to create a wholly unique gaming experience that puts an unexpectedly comical twist on the *Star Wars* universe. Players can “build and battle” their way through the galaxy, reliving (and sometimes reinventing) favorite moments from the *Star Wars* Trilogy.

The epic story, characters, and action are all there, and for the first time players can build and ride their own *Star Wars* vehicles, then get on and off of them to explore the interactive galaxy as envisioned by LEGO. True to the LEGO experience, players can even customize their own *Star Wars* characters: It’s the world’s first opportunity to discover a Yodarth, a See-Chewpio or a Princess Obi-Wan Kenjawa (or almost any variation imaginable). The game will be available on eight platforms: the Xbox 360 video-game and entertainment system from Microsoft; the Xbox video-game system from Microsoft; the PlayStation 2 computer entertainment system; Sony PSP; Microsoft Windows; Nintendo GameCube; Nintendo DS; and Nintendo Game Boy Advance.

“*Star Wars* remains incredibly popular around the world, and Sept. 12 brings even more excitement,” said Tom Warner, Lucasfilm’s senior director of marketing. “Fans love the nostalgia of their first *Star Wars* experience but are also eager to see new, original entertainment from Lucasfilm, and this fall we’re bringing them both.”



You’ll have to act quickly, however, as the original versions—paired with the spectacular digitally restored and remastered versions—will be returned to the Lucasfilm Archives Dec. 31. Also included on each two-disc DVD set is commentary by George Lucas and key cast and crew members. The original versions of the *Star Wars* Trilogy movies feature Dolby 2.0 Surround sound, while the digitally restored films are presented in Dolby Digital 5.1 Surround. All three films, both in their original and restored versions, are closed-captioned and subtitled in English, French, and Spanish in the U.S. International sound and subtitling specifications vary by territory.

Debuting day-and-date with the individual *Star Wars* Trilogy DVDs and LEGO game are new lines of licensed *Star Wars* merchandise and toys. Exciting new offerings from the popular *Star Wars* collections of Hasbro and LEGO will be on shelves. Also, be on the lookout for *Darth Bane: Path of Destruction* by Drew Karpyshyn (author of this issue’s *Heritage of the Sith* feature) and the first-ever publication of *The Making of Star Wars: A New Hope* by J. W. Rinzler, both in stores this fall. ☉





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# OBEY VADER

KNOWN FOR HIS POSTER DESIGN FOR THE POPULAR JOHNNY CASH BIOPIC, *WALK THE LINE*, ARTIST SHEPARD FAIREY SETS HIS SIGHTS ON ANOTHER MAN IN BLACK.

BY FRANK PARISI AND EUGENE WANG





**A**esthetic anarchist turned art icon Shepard Fairey has been subverting the cultural psyche since 1989, when he began affixing black-and-white stickers emblazoned with an image of the now-deceased wrestler Andre the Giant all over Providence, Rhode Island. Graduating from smacking stickers onto telephone poles to wheat-pasting gargantuan posters onto the sides of entire buildings, Fairey embarked on an international pop-propaganda blitzkrieg known as "Obey Giant," whose iconic immediacy, anticonsumerist underpinnings, and Orwellian overtones irrevocably altered the landscape of subversive street art.

These days, Fairey designs for big-time clients, ranging from Universal Pictures to Adidas, through his San Diego-based company, Studio Number One. Though he received the award for Best Movie Poster of 2005 from *New York Magazine* for his *Walk the Line* poster, it's comforting to know that mainstream success and the demands of his corporate clients don't keep him from continuing to surreptitiously plant his images on the streets. Recently, Lucasfilm commissioned Fairey to design a print of Sith Lord extraordinaire Darth Vader for a DVD promotion at Best Buy stores, and later for sale at [StarWarsShop.com](http://StarWarsShop.com).

#### How did the Vader poster job happen?

I did the movie poster for *Walk the Line*. Someone from Lucasfilm saw that, liked it, and contacted me about doing something for the DVD release of Episode III. I just turned 36, so when the first *Star Wars* came out, I was seven, and it was pretty much the most fantastic experience of my life. When asked to do [the poster], I was like, "Yeah, c'mon!" It was a part of the fabric of my life. I get to make a contribution back into it.

#### What kind of direction did they give you for the poster?

They wanted me to do a portrait of Vader in my style. I made one pass at it, and I liked what it did, but they thought that it was a little bit too close to what they would do. They were like, "No. Just make it completely iconic, in your style." So, I did a much simpler illustration, made it look really "propaganda" but with Darth Vader. They loved that version. I was surprised—I'm used to most corporate clients giving so many guidelines that it's almost impossible to be creative. [Lucasfilm] was really excited



Photo: Sam McKim

by the idea that I'm bringing something to a thing that already has a lot of cultural resonance and that they, maybe at this point, can take some liberties with. I was pretty impressed; I thought it was pretty forward thinking on their part.

#### What do you think it is about Vader that makes him such an icon?

I think [it's] the mystery. What's behind the mask? And the design of the helmet and the cape...the entire thing is brilliantly designed. Then you add the breathing and the voice of James Earl Jones—it's incredible how powerful it is. It's territory that nobody else had gone into. Any time there's going to be a villain like that, it will always be compared to Darth Vader. The cool use of all these different dramatic devices come together really powerfully.

#### When putting up your street art in high, dangerous areas and narrowly dodging death, do you ever ask yourself, "Why am I doing this?"

(Laughs). I've come to realize that part of the reason I make art is because of a fear of death. I want to have something that is tangible evidence of my existence. So I'm leaving something behind that [people] can look at and that's around forever. When I'm doing that stuff, I'm going, "Alright, I've never been closer to death, but I've never been more alive." The greater the risk, the greater the reward. When it is done and I'm on the ground, I'm like, "I wouldn't trade it for anything." I'm much more scared of the police than I am of heights. (Laughs).

#### What do you imagine street art to be like in the *Star Wars* universe?

(Laughs). I think that no matter how far advanced things get technologically, there's always going to be ways that people want to express themselves—whether it would be like the Sand People carving stuff in rocks or the most sophisticated people doing things with lasers in space that are visible from a distance. Even in the *Star Wars* universe, people are going to find a way to make their mark.

#### Excluding Vader, do you have a favorite *Star Wars* character?

Definitely Han Solo, because he's just cool. He's the guy that wants to do things outside the law, but he still has a conscience and does the right thing when necessary; he isn't a sissy. He pretty much caps the bounty hunters and gets the girl. It's just about every male's fantasy to be as badass as Han Solo in a rated-PG kind of way. ☺



Fairey's first pass.

# STAR WARS

## REVENGE OF THE SITH



# Faces of Evil

FOR DAVE ELSEY, *REVENGE OF THE SITH* WAS AN OPPORTUNITY TO SHOW VIEWERS THE TRUE NATURE OF THE DARK SIDE.

By Joe Nazzaro

When Creature Shop Creative Supervisor Dave Elsey worked on *Star Wars: Episode III Revenge of the Sith*, one of the film's most rewarding tasks may well have been the designing of Anakin Skywalker's badly charred body—the result of his climactic duel with Obi-Wan Kenobi. The final look proved to be so disturbing that it ultimately helped earn *Sith* a PG-13 rating—the first ever for a *Star Wars* film. "We struggled with it for a while," Elsey recalls, "because the very first comment I heard from George [Lucas] was, 'This has to be like a PG burn!' so I went away and struggled with various looks, making him more and more burned and disfigured until it felt more natural. I tried to pull back from making it too gory, using a lot of blacks instead of reds and vibrant wound colors to try to disguise that aspect of it to some degree."

After putting it all together as a finished makeup, Elsey and his team did a couple of tests with Hayden Christensen. "Hayden was messing around in the makeup, and George brought his kids in to see it, and everybody was laughing," Elsey recalls. "So I sort of forgot the seriousness of what we were doing." After filming, Elsey viewed the digital rushes with the effects team. "There were long takes of him in agony and really big close-ups, and I sat there watching it all," he says. "When the lights came up at the end, I turned to [Creatures Shop Supervisor] Becky Hunt, and she was crying. I thought, 'Oh my God, what have we done?'"

Elsey and his team returned to the workshop to continue working. "I waited for a phone call from Rick [McCallum] or George saying, 'There's no way we can put this in the movie!'" That call never came, so what Elsey and his team did is exactly what you see in the movie. "It's a striking



Multiple design concepts (above, inset, and below, inset) were considered before the final makeup was created for Anakin Skywalker's burn wounds (left, above, and below).





image. Tonally, I think it was the right thing to do at that point. We needed to understand Vader and just how terrible his plight is, that he's as much a victim as a villain, so I'm proud that we managed to get that in."

As daunting as Anakin's makeup was, Elsey looked forward to the challenge of working on Emperor Palpatine, played once again by Ian McDiarmid. Although the Emperor/Sith Lord's true appearance was largely hidden beneath a shadowy hood in previous films, this new movie would finally show him in all his deformed glory.

"I love villains, and I really like the original *Return of the Jedi* makeup," explains Elsey. Because Elsey hadn't been told exactly what Palpatine was or given a reason that would explain the grotesqueness of his face, the makeup artist experimented with several designs. "We didn't have the script until two weeks before we started filming," Elsey says, "so I tried a whole bunch of things. I actually did a couple of designs where he was a lot more alien-looking under that hood, but George wanted to pull back from those ideas and do it more as a deformity."

Once Elsey started sculpting the makeup, he was dismayed to find that he couldn't get it to resemble the one used in *Return of the Jedi*. "I had every photo that I could possibly find, but there was still something missing, and I couldn't figure out what it was." When McDiarmid came in for the makeup test, it was the first time he and Elsey had actually met, and while Elsey was putting the makeup on him, he began to panic. "I kept looking at the makeup and it just didn't look like the Emperor," he explains. "We got to the end of the test, and Ian had been studying the makeup with his hands placed together as if he was praying, and I thought, 'He doesn't like it!'"

After Elsey placed the contact lenses in, however, McDiarmid suddenly leaned forward in his chair and posed as if unleashing a blast of Force lightning. "That's when I realized the big thing that had been missing was Ian!" Elsey exclaims. "He actually pulls this really strange face as the Emperor, and that was it! It looked exactly like him, and I couldn't have been happier." ❖





# How Can I Get Your Job?

INSIDER TALKS TO THE PEOPLE WITH THE COOLEST JOBS

## ANDREW WEN, DIRECTOR OF PRODUCT DEVELOPMENT, MASTER REPLICAS



### What does a director of product development do?

I manage my own projects, such as the Force FX series, and manage the engineering departments located here and in Hong Kong. I help them develop and manufacture products, while ensuring that they look and feel as close to the original movie props as possible.

### How did you get this gig?

When Master Replicas (MR) needed somebody with manufacturing experience, the former VP of product development remembered me from an

interview a few years ago and called me to see if I'd be interested in working for them.

### What are you currently working on?

I just finished the Darth Maul FX lightsaber, and I am working on a fully articulated Kermit the Frog 1:1 scale puppet. For the next *Pirates of the Caribbean*, I am working on Jack Sparrow's flintlock, compass, and sword replicas.

### What does a typical workday consist of?

I review prototypes, reference models, and test reports to ensure that our specs are being maintained. If there are issues that affect the prop's aesthetics, I decide on a direction with our design team and inform our Hong Kong office.

### What is the best thing about your job?

When we get actual prototypes from the movies. When I worked on the Neuralyzer from *Men in Black*, Sony gave us a whole suitcase of the weapons from the movie. I also get to test the FXs during production by dueling with them.

### What sort of Padawan training did you have to go through to get where you are?

In college, I studied mechanical engineering. I went to Hong Kong to work in the toy industry as a project engineer, and, four years later, I came

back to the U.S. to find similar opportunities in the toy and consumer goods industry.

### What's your dream project?

I think it would be cool to work on a holographic dejarik chess set, where your characters beat each other up.

### How can I get your job?

It wouldn't hurt to have experience in manufacturing, especially in mass-market products like toys. Being able to maintain good relationships with vendors is also key.

### Can you talk about the Darth Maul Force FX lightsaber?

The requirement was that it had to be detachable in the middle, just like in the movie, but the tough part was how to make an adaptor strong enough to hold two FXs back to back without any slop in movement. We made prototypes that were user friendly and looked the most authentic, and then our project manager in Hong Kong came up with the idea of using a screw-type adaptor. We worked to get the wall thicknesses as thin as possible by heat-treating the aluminum for strength and redesigning the inner housings and battery compartment. The final unit is the same length as our limited-edition lightsaber, but only 1/16-inch larger in diameter.

## INDIANA JONES IS EUPHORIC

Indiana Jones' next adventure will be coming to a console near you. LucasArts is currently working on a new Indy game slated for a 2007 release on the Xbox 360. The game will be the first in the industry to utilize the new behavioral simulation engine, euphoria, which will imbue characters with incredibly realistic movements, action, and even thought-processes. As a result, characters will act and react to events differently every time you play, providing deeper levels of character interaction than ever before.



## STAR WARS INTERNATIONAL

Launched at Urban Outfitters in the U.K., Chunk's line of Star Wars T-shirts melds modern design style with a retro feel. Ranging from the iconic to kitsch, the designs feature a lounge lizard Yoda, cover art for Jabba the Hutt's greatest love songs, Darth Vader's 10-step anger management plan, stormtroopers with spray-painted stencils emblazoned on their armor, and a large number "77" incorporating elements from Tom Jung's Episode IV poster artwork. To find out more, check out Chunk's web site at [www.chunk.uk.com](http://www.chunk.uk.com).



# Bands Show Their Sith Side

By Bonnie Burton

**ROCK** stars are no strangers to exploring their darker sides in the music they play, but what some Star Wars fans might not know is that bands like Death Cab for Cutie and Slipknot have a soft spot for the Dark Lord of the Sith. Here are few quotes from band members who like to discuss, collect, and ponder anything to do with a character whose labored breath gives us chills.

"The massacre of the children was amazing in *Revenge of the Sith*. Darth Vader coming back and taking out all the young Jedi was unbelievable. And just the horrific image of Vader on the shore of the Mustafar lava river, legless and burnt—there was something extraordinarily powerful about that scene."

—Death Cab for Cutie bassist Nick Harmer

"My first Star Wars memory took place in a drive-in. There was a double feature of *Smokey* and *The Bandit* and *A New Hope*, so my first heroes were Darth Vader and Burt Reynolds."

—Slipknot lead singer Corey Taylor



Kasabian vocalist Tom Meighan shows some Vader love.

"I had an obsession with going to Disney/MGM Studios to ride Star Tours as much as I could. There was an amazing Darth Vader statue for something like eight grand in the Star Tours gift shop. I tried to get my dad to get it for me for years."

—Fall Out Boy guitarist Joe Trohman

**"REVENGE OF THE SITH IS THE GREATEST STAR WARS FILM EVER MADE BECAUSE IT GIVES YOU EVERYTHING. THE FILM SHOWED ME HOW EVIL VADER WAS WHILE SHOWING BOTH THE POLITICAL AND ACTION SIDES OF THE STORY."**

—Kasabian lead singer Tom Meighan

"I obsess over Darth Vader, so I collect primarily anything to do with him. Not that I identify with him, mind you. But I also have a four-foot tall limited-edition die-cast statue of Darth Vader that I bought in Edinburgh. He sits proudly on my mantle."

—Snow Patrol guitarist Nathan Connolly

For more interviews with bands who are proud to call themselves fans, check out the Star Wars Rocks section here: <http://www.starwars.com/community/news/rocks/>

## STAR WARS SIGHTINGS

The cover of the May issue of *Juxtapoz* magazine features a life-sized Kalashnikov-wielding Tusken Raider mixed-media sculpture by artist Nathan Cabrera. Check out the mag's insides for a look at some more of Cabrera's work, including a blue-armored stormtrooper chick. Both were shown at the "From the Island of Misfit Toys" exhibition at the Ben Maltz Gallery at Otis College of Art and Design in Los Angeles.



## DRIVING INTEREST

In honor of this issue's Sith theme, frequent *Rebelscum.com* contributor Dustin Roberts sent us pics of these dark side license plates.





By Chris Trevas

# Death Star II Main Hangar

"HELP ME TAKE THIS MASK OFF..."

**THOSE** arriving at and departing from the main docking bay of the second Death Star did so on Stage 6 of Elstree Studios in England. At the time, Stage 6, dubbed the *Star Wars* Stage, was the biggest in Europe at 248 feet long, 120 feet wide, and 45 feet high. The hangar set was nearly as big as the stage itself but still only represented a fraction of what was seen on film. Matte paintings were used to extend it to a grander scale, making it wider with higher walls, and adding more heavy equipment, such as a TIE bomber docked in an overhead rack. Hundreds of painted Imperial troops reinforced the approximately 200 costumed extras present on set for the Emperor's arrival.

The focus of the set was the Imperial Shuttle, which was built as just a fuselage with only part of the portside wing and gun turret, and a bit of the top fin hanging from the ceiling above. Beyond the bay opening were immense black drapes representing the vastness of space, a void that was filled with stars and ships in post-production. Director Richard Marquand was enthusiastic about working on such a large yet incomplete set. "What was so exciting for me was that I'd never worked before with such a sleight of hand," he said in *Star Wars: Return of the Jedi Official Collector's Edition*. "On that particular set, I had the feeling sometimes that we were creating theatre rather than making a movie."

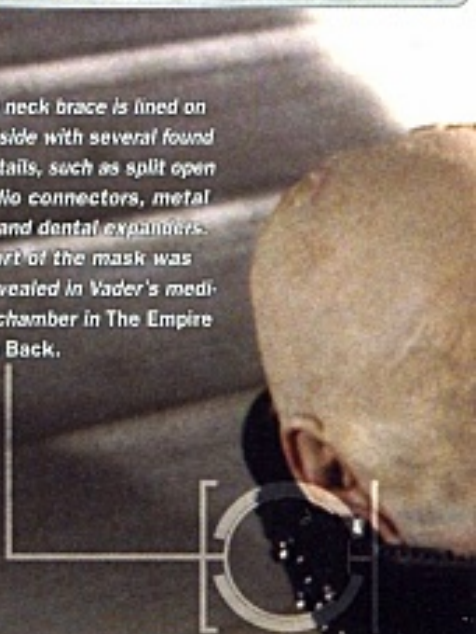
Wednesday, February 24, 1982 marked the filming of a special scene on this set involving someone the production progress reports refer to only as "The Man," as reported by John Knoll

and J.W. Rinzler in *Creating the Worlds of Star Wars* (Abrams, 2005). This mysterious man was Sebastian Shaw, veteran actor of British stage and screen, and friend of the Emperor himself, Ian McDiarmid. During makeup that day, McDiarmid unexpectedly ran into his old friend in the hall. "Sebastian, good heavens, what are you doing here?" he asked. "I don't know, dear boy, I think it's something to do with science fiction," replied Shaw. The 76-year-old veteran of the Royal Shakespeare Company was somewhat unfamiliar with *Star Wars* lore, but he was about to become the human face of the trilogy's most famous icon, Darth Vader.

This scene was filmed with utmost secrecy after all other work on the set was completed. Few knew about it, and only essential crewmembers were allowed on the closed set. George Lucas supervised the scene himself as cameraman and director. "I didn't have a very specific idea about what Vader might look like underneath the mask," Lucas had said of the earlier films. "I knew he had been in a lot of battles, and at one point, I thought that he had had a confrontation with Ben, and Ben had sent him into a volcano. By the time we got to the third film, we were able to articulate what Vader looked like underneath the mask, but until then, I just knew that he was pretty messed up simply because he could barely breathe or speak." Lucas was finally able to expose the pale, scarred visage of Luke's father for the first time, although it would be over two decades before he would reveal how Anakin came to be encased within the black mask in *Revenge of the Sith*. ☉



Vader's neck brace is lined on the outside with several found part details, such as split open AM radio connectors, metal studs, and dental expanders. This part of the mask was first revealed in Vader's meditation chamber in *The Empire Strikes Back*.





To avoid leaving footprints or scuffs on the shiny black floor, crewmembers were required to wear white booties.

Stuart Freeborn designed Shaw's makeup, which consisted of latex scar appliances and a bald cap. For the DVD release of *Return of the Jedi*, someone realized a burn victim probably would not have any hair, and Shaw's eyebrows were digitally removed to match Skywalker's wounds from *Revenge of the Sith*.

To emphasize his new status as a Jedi Knight, Luke was dressed in black like his father. He is no longer the naïve farm boy in sand colors from Tatooine.

The shape of Darth Vader's helmet was largely influenced by those of samurai worn during the Japanese feudal period. Japanese kabuto helmets featured bowl-like crowns that flared out at the back of the neck very much like those on Vader's helmet.

Details for Vader's costume came from several unusual sources. Across the brow of his face mask are several dental expanders, usually used in orthodontics, and square copper-colored pieces that look like vents. These vents are dynodes from photomultiplier tubes—electronic light detectors that consist of these dynodes stacked inside vacuum tubes.

Sebastian Shaw's final scene for *Return of the Jedi* as a shimmering Jedi spirit alongside Obi-Wan and Yoda was filmed with just as much secrecy the following Tuesday, March 2, in front of a simple curtain of black velvet on Stage 5. Shaw was replaced with actor Hayden Christensen in the movie's DVD release.





# MORBID VISIONS

Fueled by hatred, they channel their violent sorcery through bodies bent by pain and rage; with distorted minds they plot destruction and doom. They are the Dark Lords of the Sith. To celebrate the *Star Wars* villains we love to hate, artists Christian Alzmann and Aaron McBride grace this issue's four covers with their versions of the Sith's twisted visages. In this behind-the-scenes feature, both illustrators share the origins and evolution of their hauntingly stunning images.

By Frank Parisi

## CHRISTIAN ALZMANN



An art director at Industrial Light & Magic, Alzmann provided visual effects for *Pirates of the Caribbean: The Curse of the Black Pearl*, *Star Wars: Episode II Attack of the Clones*, and *Jarhead*. Recommended by fellow ILM artist and cover art co-conspirator Aaron

McBride, Alzmann's toxic imagination and nightmarish images, which can also be seen at [www.christianalzmann.com](http://www.christianalzmann.com), convinced us that he was the right man to depict the obscenely evil Darth Sidious and savage Darth Maul. "In the future", Alzmann says, "I would love to see Darth Plagueis illustrated."

## DARTH MAUL

"I was trying to show how sadistic Darth Maul could be. I wanted to portray Maul as a crazed, feral animal, taking the moment in the film where he is pacing back and forth in front of Obi-Wan and dialing that up a bit. At first, I thought it would be cool to have Maul crouching like a vampire over a dead Jedi, his saber still sticking from the Jedi's chest, listening to the last breaths and the humming sizzle of the protruding saber."

"It was a bit much to communicate—and a bit graphic—so I came up with another concept: Darth Maul taking a trophy from a victim like a Mohican warrior might take a scalp after battle. A Padawan's braid seemed like a fun idea. Making the victim younger also seems to make Darth Maul that much nastier."

Among Alzmann's proposals were a shot of Maul in action using motion blur effects to add a hyperkinetic feel, and one of Sidious' spirit instructing Maul. "I like the idea of seeing a Sith Lord's spirit, à la Obi-Wan in Episode V, training a dark Jedi and corrupting his mind with the dark side."







## DARTH SIDIOUS

"This one shows Palpatine as the destroyer of worlds and one who displaced countless millions of beings. I also wanted to show that everyone suffered under his rule, including women, children, and the elderly. It was important that the slaves and refugees have as little sense of identity as possible. I painted shaved heads on most and put them in similar types of uniforms, as if Palpatine had taken their culture away from them as well."

"I really wanted to show Palpatine doing some dirty work. I loved the idea of showing him floating maniacally on his dark energy bolts through a ship's corridor after he has roasted the ship's entire crew. This whole *Exorcist* visual seemed like a neat angle, but it was maybe a bit too intense, so I was asked to do some other sketches."







## AARON MCBRIDE

Also an art director at Industrial Light and Magic, Aaron McBride has worked on *Star Wars: Episode III Revenge of the Sith* and *Pirates of the Caribbean: The Curse of the Black Pearl*, and is currently hard at work on *Pirates of the Caribbean: Dead Man's Chest*. After being floored by his artwork on Episode III and in the *Star Wars Visionaries* tale "Old Wounds," Lucasfilm editor J.W. Rinzler recommended McBride, and we asked him to try his hand at Darth Vader, Darth Tyranus, and Asajj Ventress. "I'd love to try artistically exploring the early years of the bounty hunters Boba Fett, Bossk, Dengar, and others," McBride tells *Insider*. "I always liked seeing the humble beginnings of Vito Corleone, Tessio, and Clemenza in *The Godfather Part II*." More of McBride's artwork can be seen at [www.sagania.com](http://www.sagania.com).

## DARTH VADER

"I figured as the Empire occupied one planet after another, Vader would personally lead the charge on worlds that were particularly hard to subjugate—preferring to fight on the ground with the troops as if he relished the personal contact with his victims so much that it elevated his experience of victory. I also wanted to have some battle damage that would expose his understructure. The idea was that Vader might work himself into such a frenzy he would fight for days on end without rest in such a genocidal trance that he wouldn't notice taking a cannon fire hit here and there."



Though McBride's original design didn't depict the end of Vader's lightsaber protruding from his victim's back, it was incorporated into this color rough. Eventually, it was considered too graphic and toned down.







## DARTH TYRANUS (COUNT DOOKU) AND ASAJJ VENTRESS

"I got the impression from the *Clone Wars* animated TV series that Asajj Ventress was sort of a dark side groupie—very skilled but in a lower echelon and anxious to climb higher. I tried to make her body language very flirtatious toward Dooku as if she's trying to get on his radar. Dooku in response is indifferent, as he simply sees her as a means to goad Anakin."



"I'm a big fan of Gustav Klimt and how he mixes graphic mosaic patterns with very modeled, figurative forms. The figures in his paintings always seem to be in these embraces that seem very sincere but potentially self-destructive. I tried to incorporate some those elements in the Dooku-Ventress cover."



# Heritage of the Sith

By Drew Karpyslyn

## LIFE IS STRUGGLE

**T**he weak will always falter, die, or become enslaved. Only the strong will survive and remain free. We who follow the teachings of the Sith accept this fundamental truth—unlike the Jedi.

The Jedi preach an existence bound by rules, laws, and restrictions. Denying passion and emotion, they seek to remove themselves from struggle and from life itself. But we embrace life. We understand the value of our own passion and emotions; we accept their strength. And through our acceptance, we find freedom.

This tome contains all of the wisdom of our order. Our teachings. Our history. Our heritage.

## ORIGINS OF THE SITH

The Jedi trace their beginnings back years to the earliest days of the Old Republic. Yet when these early Jedi sensed the dark side of the Force, they recoiled in terror, too cowardly to explore the vast power that lay before them. Instead, they formed a Council to create rigid codes and

strictures to control carefully those who followed their teachings.

But not all were cowed into blind subservience. In the year 24,500 BBY, the Legions of Lettow—a faction of Jedi Knights led by the courageous General Xendor—rebelled against the order in the First Great Schism. Renouncing the sterile existence and endless meditation of the ancient Jedi Masters, they experimented with new ways to use the Force, giving in to their passions and emotions—and touching the power of the dark side. The Council, enraged at this show of disobedience, declared war on the General. Tragically, the Lettow were too few to stand against the Jedi order and were slain in battle, wiped out for the so-called crime of seeking forbidden knowledge.

Over the next 17,000 years, those who defied the Council were persecuted for their beliefs. Forced to dwell in the shadows, these dark or "Fallen" Jedi (as they were known) conducted their studies in secret. It wasn't until the year 7,003 BBY that the Dark Jedi dared to emerge







en masse again, declaring themselves free from the rule of the Council in the Second Great Schism. The result was the Hundred Year Darkness, a century of battles between the servants of dark and light.

Unfortunately, in the end, Jedi numbers proved too great once again. At the Battle of Corbos in 6,900 BBY, the Dark Jedi were defeated. Their names and all evidence of their existence were purged from galactic records, and survivors were banished to the Outer Rim, an unexplored region. Yet these nameless outcasts were fueled by a desire for revenge. Their passion gave them strength, and they found a way to survive among the uncharted stars.

Guided by the dark side, their ship emerged from hyperspace near the world of Korriban, home to the Sith—a primitive and previously



undiscovered species. Using the Force, the newcomers conquered the world, declaring themselves kings and living gods of their newfound subjects. They abandoned the title of Jedi and took to calling themselves the Dark Lords of the Sith.

Over the following centuries, rulers mingled their blood with that of their slaves and servants. Transformed by the power of their dark side Masters, the Sith species advanced and evolved, discovering new ways to manipulate the dark side of the living Force: alchemy; sorcery; the ability to shape and create new life-forms through controlled mutations.

Armed with this knowledge, the Sith began to expand their influence. With Korriban as their capital, they acquired new territory rapidly until virtually all of the inhabited planets outside the Galactic Core bowed down to them. Within only 1,000 years, the size and scope of the Sith Empire rivaled that of the Old Republic.

## THE GREAT HYPERSPACE WAR

In the year 5,000 BBY, during the reign of the Dark Lord Naga Sadow, the two expanding empires finally collided when Sadow, having



rediscovered the Republic, formulated a plan to further expand the Sith Empire by leading a Sith invasion fleet directly into Republic space.

Without warning the Republic was thrust into the Great Hyperspace War. Though Sadow counted on the element of surprise to defeat the Republic, he underestimated its strength; in the end, his invading armada was forced to retreat. Falling back to Korriban to regroup, Sadow and his followers were ambushed by the fleets of Ludo Kressh, a rival whom Sadow had bested when he seized the title of Dark Lord.

Kressh and Sadow crippled each other's fleets, and when the Republic mounted its counterattack against the would-be conquerors, the Sith were outnumbered and outgunned. Within a few years, their Empire had crumbled, Sadow went into hiding, and the worlds of the Sith were absorbed into the Old Republic.

## THE OLD SITH WARS

Despite the efforts of the Jedi to find and obliterate them, many of the artifacts and teachings of the Dark Lords survived the fall of the Sith Empire, though it would take nearly 1,000 years before one worthy of the dark side legacy would discover them—and rise up to champion our cause once again.

In the year 3,997 BBY, a young Jedi Knight named Exar Kun found the courage to turn his

back on the Council. He sought the lost artifacts and knowledge of the Sith. Eventually, his search led him to Korriban and the Valley of the Dark Lords—the burial place of the ancient Sith rulers. There, the spirits of these long-dead lords manifested themselves and anointed Kun the new Dark Lord of the Sith: the prophet who would revive the lost glory of their fallen Empire.

Hundreds of young Jedi rushed to join his cause, drawn by the desire to unlock their true potential through the dark side of the Force.

Kun selected the most powerful of his followers, a former Jedi Knight named

Ulic Qel-Droma, as his apprentice and

declared war on the Jedi, beginning the Old Sith Wars. Unfortunately, Ulic, who was not as committed to the dark side as his new Master, fell back into the ways of the light and betrayed Kun—a betrayal that led to a victory for the servants of the light.

In 3,956 BBY, another pair of Jedi—Revan and Malak—took up the fallen banner of the dark side. Revan proclaimed himself the new Dark Lord of the Sith with Malak becoming his apprentice. Taking the names of Darth Revan and Darth Malak, and with a rapidly growing army of followers behind them, they sought to conquer

the Republic. They began a 20-year campaign to end the tyranny of the Jedi Council once and for all. Unfortunately, Revan





was blind to Malak's growing ambition to seize the mantle of Dark Lord for himself, foolishly allowing himself to be betrayed by his apprentice and captured by the Jedi.

Instead of executing Revan, the ruthless Jedi destroyed his mind and rebuilt his identity, transforming him into a helpless pawn of the Council. Revan was then unleashed against Malak, hunting him across the galaxy before ultimately finding and slaying the Dark Lord.

The conflict continued for another decade as other Dark Lords tried to rise up and fill the void left by Malak and Revan. Led by Darth Traya, Nihilus, and Slon, the Jedi were hunted to near extinction, and the Jedi Council was forced into hiding. But Traya herself was betrayed, and in response she honed a Jedi exile into a weapon to destroy both the Jedi and Sith orders. Upon learning Traya's true intent, the exile turned against her and brought a swift end to her insidious plot.

## THE NEW SITH

In the centuries following the Old Sith Wars, the Jedi relentlessly hunted down and exterminated any followers of the dark side. The Sith virtually disappeared until the year 2,000 BBY, when Darth Ruin—one of the Lost Twenty Jedi who renounced their oaths and abandoned the Jedi order—worked to revive the Sith.

Operating on the far fringes of the galaxy, the numbers of this new breed of Sith were always too few, while their leaders were too many. The would-be Masters waged continual war on each other, too focused on defeating their rivals to pose any real threat to the Republic. This changed with the ascendance of Lord Kaan and his Brotherhood of Darkness. In the charismatic Kaan's Brotherhood, all the Dark Lords were seen as equals. He united the Sith as one, then turned them against the Jedi.

For a time, the Brotherhood enjoyed great success, conquering many Republic worlds. On the



Illustration: Doug Alexander Gregory



## THE TITLE OF "DARTH"

Many of the Dark Lords of the Sith chose to add "Darth" to their name. The very word has become synonymous with the wondrous power of the dark side. However, the origins of the word are unclear. While many see "Darth" as nothing more than a contraction of Dark Lord of the Sith, there is some evidence for a deeper interpretation of the term.

Darth Revan and Darth Malak are generally believed to be the first Dark Lords to use the title. Given that much of their power was derived from the Star Forge, a creation of the extinct Rakata species, some historians see "Darth" as a corruption of *Darltha*, the Rakatan word for "emperor." Similarly, others note that the word for "triumph" or "conquest" in Rakatan is *darr*, and the word for "death" is *tah*. This has led to theories that "Darth" is derived from *darr tah* and means "triumph over death" or "immortal." A competing theory asserts that the true meaning of *darr tah* is "conquest through death"... of ones enemies.

Numerous other cultures or species can—and do—make similar claims to the etymology of the Darth title. But great are the mysteries of the dark side, and in the end there is no definitive answer.

inclusion of the inferior and unworthy, and were no match for the sheer numbers of Jedi.

Only the visionary Lord Bane was wise enough to see the truth. Kaan's Brotherhood—like the Jedi they fought to destroy—was based on falsehoods and ignorance. True students of the dark side understand that equality is a lie. It drags the strong down to the level of the weak. Taking the name Darth Bane, he manipulated Lord Kaan into detonating a thought bomb in a desperate attempt to wipe out General Hoth's Army of Light. Instead, Kaan and all his followers were annihilated by the blast; the Brotherhood was no more.

From the ashes, Darth Bane founded a new Sith order based on patience and cunning: One that understood true power was not to be found in armies of followers but in the dark side itself. The essence of the order was based on the Rule of Two: one Master and one apprentice. One to embody the power; another to crave it.



Illustration: Dermot Power

small planet of Ruusan, the advancing Brotherhood of Darkness came to a halt when pitted against the Army of Light, a massive Jedi militia united under the banner of General Hoth. The ranks of the Dark Lords had been diluted by the



The Rule of Two was the salvation. Never again would the Sith be weakened by rival Masters battling for control. Never again would a group of lesser students combine their strength to overthrow a more powerful Master, for there could be only one apprentice.

## DARTH SIDIOUS AND HIS APPRENTICES

For a thousand years we continued to follow Bane's Rule of Two, existing in the shadows, biding our time, growing in power, feeding our hatred. Darth Sidious proved to be the splendid culmination of a thousand years of Sith philosophy and teachings. Sidious served for many decades as the apprentice of Darth Plagueis, learning diligently at the feet of his Master. Once he possessed all of Plagueis' secrets, he retired him. Creating the identity of Senator Palpatine from the world of Naboo, he began the slow, brilliant process of undermining the Old Republic from within.

Sidious selected a gifted young Iridonian Zabrak named Darth Maul to become his apprentice. Little is known about the early years of Maul, though it was clear that he trained for years toward a single purpose: to become a living weapon that could be unleashed against the Jedi. When Maul died at the hands of the vile Obi-Wan Kenobi, however, the Sith Lord was forced to find another to join him in the service of the dark side.

For his second apprentice, he chose Count Dooku, the last of the infamous Lost Twenty. While Sidious remained hidden behind the mask of a politician loyal to the Republic, Dooku became the sometimes visible face of the Sith, taking the name Darth Tyrannus and leading a violent Separatist move-

ment that dragged the Republic into civil war—all part of Sidious' glorious scheme to bring himself, and the Sith, to power.

During the war against the Separatists, a fiery young Jedi named Anakin Skywalker rose to prominence. Having long recognized Skywalker's potential, Sidious, after elevating himself to Supreme Chancellor in his role as Palpatine, tired of Darth Tyrannus, and allowed him to be executed by Skywalker. This paved the way for Sidious to take Anakin as his apprentice, enlightening the idealistic youth until he was transformed into the powerful Lord Vader.

With the death of both Sidious and Vader, some thought the teachings of the Sith would be lost forever but they do not understand the nature of the dark side. The Sith will return. No matter how long the day, night must fall and it is only a matter of time before the dark side rises up assumes its rightful control over the galaxy once again. Our time is soon. ☛





# Lessons in *Light* and darkness

While Darth Maul perverted his martial arts training to unleash terror and death, actor Ray Park has always used his training for self-awareness. *Insider* talks to Park about *Star Wars*, some of his recent and upcoming projects, and his idol, screen legend Bruce Lee—while getting a bit of Sith training in the process.



By Frank Parisi



**"Hallelujah!!"** Yes! Yes! Oh my God, yes!" Ray Park shouts, mimicking a woman sitting behind him at a charity screening of *The Phantom Menace*, crying out in relief right after Darth Maul died. "For one glimpse of a moment I took it personally. It felt like she was breathing down my neck going 'See?! You're dead!' Ray laughs, his soft British accent detectable. "I realized the character had such an impact and was so evil for a lot of people that she was like, 'Oh my God, I'm glad he's dead.'" Talking with Park, it's hard to reconcile this humble, charming, and talkative person with the silent embodiment of hate incarnate he portrayed onscreen. But the fact that he could tap into such primal depths to convey such vile ferocity so convincingly is a testament not only to his natural screen presence but also to his ferocious lifelong dedication to the study of martial arts.

**What triggered your interest in martial arts?**

My dad's love for Bruce Lee and watching Bruce Lee movies. I was in awe of his films. He was just so dynamic and powerful—his presence onscreen is still unbelievable—and I loved watching him using the stick. And growing up in Scotland, there was a TV show called *Monkey Magic*. The main character was Monkey, and he had his magical stick—a bo staff—so I've always been fascinated by the stick.

**How has Bruce's philosophy been inspirational to you?**  
[Face lights up] He was such an intelligent man, and when you see interviews with him and you see how he speaks, his philosophy, and how he acts as a man and respects other people—he was very deep, you know? Bruce Lee believed in teaching what wasn't the flashiest, but what was the most effective. If I had ever gotten to meet him, I would have been a really dedicated student of his.

**How did your interest in acting develop?**

Bruce Lee! And then Jackie Chan and Jet Li came along and influenced me even more to get into film because as a boy, I wanted to be the hero and do what those guys did in movies. The other thing for me was not a lot of people knew about wushu [Chinese martial arts], and I wanted to promote wushu as well.

**How did you become interested in studying wushu?**

I found out about wushu after watching Jet Li in *Shaolin Temple*. I was about 14, and I would read a fighter's magazine that always had articles about the Great Britain Wushu Team. I went to my Chin Woo teacher, Lee Yoke Wan, and said, "I want to learn wushu," and he said, "Who are you going to learn from?" I told him "Kim Sen Han," who was Britain's national coach at the time, and so he made the call. I went along, and six months later I was representing Great Britain in wushu.

**How intensely did you train?**

I was very dedicated and trained every day. I was up at five every morning: I would do three hours of conditioning, sleep for two hours, do basics for three hours, then I would rest and do more. It consisted of me doing martial arts and gymnastics and ballet every day.

**That is such a rare level of dedication. What sacrifices did you make and was there ever doubt in your mind?**

I gave up an engineering degree to be in film. I was 18 when I went to China and competed in the World Championships. I won—and that was by training as much as I could because I was also studying, working, and teaching—but I got a sense of how good the Chinese were and realized I could be better. I said to myself, "I need to train every day in order to be the best." So I came back and quit my job and quit my studies. In my mind, I had nothing to lose. There was doubt, but I just knew it in my heart. When I got [a role in] *Mortal Kombat: Annihilation* and was on set, I knew what to do, exactly where I should be and I just said to myself, "I'm lucky to be here and maybe this is what I'm meant to do." I was always grateful for the position I was in.

**How did *Star Wars* come about?**

Shortly after I finished *Mortal Kombat*, I got a phone call from Nick Gillard and he said "Look, Ray, I am the stunt coordinator of *Star Wars*. A friend recommended you, and I'd like you to come down and meet me."

**At this time, was it decided that Maul would use an acrobatic fighting style?**

Yeah. At the time, he was going to use a minimum of moves, like an arrogant, old, classic gentleman but



## a wushu primer

Dating back thousands of years, the term wushu (literal translation: "military art") has historically been used to describe many traditional Chinese martial arts. Composed of numerous styles, wushu has been practiced throughout its history for myriad purposes from promoting health and entertainment to military training.

Following the Cultural Revolution, the Chinese government reinstituted wushu as a national sport and performance art. It was redeveloped to incorporate modern gymnastics, resulting in an explosively kinetic yet aesthetically charged combat art famous for laughing in the face of gravity with its dizzying twists, flips, and 540-degree aerial spins.

Competitive wushu demands extremely high levels of strength, stamina, flexibility, balance, and coordination, not to mention years of disciplined training. However, even beginners are amazed by the mental and physical benefits a short period of training provides.





with a wushu flair. Nick showed me storyboards, and the first picture I saw of Maul, he's on these beams—like girders—and fighting Jedi. I had this influx of ideas—I was like "Nick, I could do this [demonstrating]. I could spin, I could do flips!" I just knew that this character had to be me.

Then Nick goes "Okay, want to come down next week? We're doing a four-day rehearsal, and on the fifth day we're going to shoot it and show George [Lucas]." I said, "Nick, don't you want me to demonstrate?" and he goes, "No, no, no. I like you, I've heard great things about you, just come on Monday."

I came on Monday, and throughout the week, I was showing off in my discreet way, and one day I threw in my twist [demonstrates], and Nick went, "I love that! I want you to put that in the fight!" And so they dressed me up as Darth Maul on the fifth day, and I knew what Maul should be like.

Rick [McCallum] called me weeks later and said, "You got the job." A lot of things were falling into place, and a lot of people put a lot of trust in me. That was a big movie, and my first acting role; I was young—22, 23 years old—and that was a lot of faith they had in me, you know? And Ewan [McGregor] and Liam [Neeson] worked so hard on it. They did really well. And the stunt guys worked really hard on it, Nick Gillard did, we all did. We really put effort into it.

**How did you tap into the evilness that defined Maul, particularly in the scene where he paces back and forth in front of the shields, taunting Obi-Wan?**

I had other ideas—sitting there doing box splits, or just standing crazy, staring at him—and George came up to me and said, "Why don't you try walking up and down like a tiger in a cage?" and I was like, "Yeah! I like that!" I knew exactly what he meant. I love animals. I've practiced animal styles and love all those forms of wushu, and that just fed straight into it. I also put Ray there as well because if I was saying, "C'mon, let's go," that's what I would do—walk like a tiger, you know? I have to give credit to George—just understanding what he wanted. George is a great director.

**How does it feel that Darth Maul has become such a popular character?**

I think it's cool. It's opened a lot of doors for me. And that was one of my big goals—to do films that show my skills. It's just bizarre in the sense that I sort of wish the character lived because I would love to come back as Maul.

**You aren't the only one that wanted Maul to come back....**

You know, when fans say that they wish Maul came back in the second one, it really makes me feel proud. I also feel like I want to give the fans more as well, and because fans have said what they said, I would love to come back.

**What films are you working on now?**

I've just recently come back to L.A. in the last year and just finished doing *Fanboys*. I had a cameo role and play one of the THX guards. These kids break in the archives room at Lucas Ranch, and three of us walk in. As a little homage to Maul, I flick out these two extendable police truncheons and have a line like, "Time for you to get mauled, boy," and do a spinny-spinny-spin, butterfly twist, and the kids run away.

I did a movie called *Slayer* over the holidays with Casper Van Dien for the Sci-Fi Channel. Before that, I did *What We Do Is Secret*. It's about The Germs and Darby Crash and the punk era back in L.A. I play Brendan Mullen, who owned the Masque in L.A. and gave The Germs their first gig. I took it more as a comedic role because Brendan as a person,



## ray park: essential filmography

***Star Wars: Episode I  
The Phantom Menace*  
(1999)**

One of the coolest characters in the prequel trilogy, Maul's intensity and jaw-dropping physical skills magnetized viewers and left fans dying for more.

***X-Men* (2000)**

With the casting of Park, the character of Toad went from a mewling sycophant to a vortex of fighting fury, though fans didn't complain.

***What We Do Is Secret*  
(2006)**

In his first non-action role, Park plays Brendan Mullen, who was instrumental in the emergence of the Los Angeles punk scene in the late 1970s.

***Fanboys* (2006)**

A group of friends drive cross-country to see *The Phantom Menace* at Skywalker Ranch to honor a dying friend. Park does a humorous homage to Darth Maul.

**Demonstration Videos**

If you think Darth Maul's moves are impressive, you've gotta check out Ray's demonstration videos on his official site [www.raypark.com](http://www.raypark.com) and see his real-life headsprings, butterfly twists, and midair spinning.



I was told, would get very stressed out by things, so I wanted to show the comedic side of me. I still want to be the ultimate action guy. But at the same time I want to show I can act as well. There are a lot of things coming up this year, so I should be keeping very busy doing some cool stuff.

**Looking at the modern world with all of the stresses involved, how can martial arts help guide people?**

Martial arts are evolving to fit our lifestyles. It takes you away from the outside world and focuses

on something that's thousands of years old. And we're here, practicing it to better ourselves. Because of the hierarchy of the teacher and the student, I think martial arts are great for kids by teaching them to respect their elders and other people. And it's a gift. The best wisdom from generations and generations of masters is handed down to you, and it's up to you to do good with that.

Martial arts really teach you, without you being aware of it, your inner focus and to really concentrate. When I was younger there wasn't a lot I liked doing. It was hard for me to concentrate or focus on a lot of things, and martial arts and soccer were the only things that would hold my attention. Martial arts kept me focused and determined to achieve my goals.

I believe anyone can learn martial arts. It seems so farfetched for a lot of people to ever achieve. I've seen people come, thinking they can't do martial arts, and it takes them a while, but once they're into it, they



get hooked because of their ability to achieve something. It doesn't matter if you're really good or flashy or running up walls. It's about how you're taking it on and how you're achieving it in yourself—not just the skill but also the philosophy and tradition of it.

**How do you keep yourself growing as a martial artist?**

Always being open-minded. I like to watch and be inspired by other people; I like to train in things that get my juices flowing. A lot of my training's evolved now because I want to do

great things in film, because that's my career at the moment. I've not always been able to show what I can do as a martial artist, and I want to do that.

**Do you see parallels between the Force and martial arts?**

I do because I'm sure George was influenced by samurai philosophy as well as martial arts. I think what was so appealing to me as a boy was that watching Master Yoda in *The Empire Strikes Back* was like seeing an old master talking to a student. And when you meet your master, they're like Yoda. They walk with a stick, and they show you something, and they've got fire in their eyes, their body's rigid, and they're like boom! [demonstrates some explosive moves] But as a boy, I had felt "They're taking ideas from kung fu movies!"

## national wushu training center

Ray Park arranged for our lesson (see "My Sith Apprenticeship" on page 32) to be held at the National Wushu Training Center in Los Angeles. With two locations in Huntington Beach and Los Angeles, the NWTTC is dedicated to providing intensive training for wushu practitioners of all levels from beginner to competitive caliber. Head coach and co-owner Eric Chen has led U.S. Wushu Team members to a slew of world championships and also has worked with actors and directors from Hollywood and Hong Kong. In addition to wushu training, the center also provides stunt training, wire-flying equipment, and fight choreography.

From the outside, the center looks like an unassuming industrial warehouse, but going inside is an exhilarating experience. Imagine a grand room dedicated to kung fu training with yin and yang symbols adorning 4,000 feet of hand-woven carpeting, an entire wall fashioned after a Qing Dynasty Imperial Palace shipped from China, and bins stuffed with spears, staffs, and swords—an inspiring place to learn.





# my sith apprenticeship

Photos by Julie Wana

In honor of this issue's theme, I wanted to learn how to fight like a Sith and was lucky to get the opportunity to learn how to wield a bo staff under the tutelage of Ray Park himself. Though it was decided early on that Darth Maul would fight with a dual-blade lightsaber, it was Ray who recommend that the handle be elongated to accommodate the techniques he learned practicing with the bo staff. Requiring a two-handed grip, the bo is used for striking, blocking, and sweeping, and though its length makes it ideal for long-range combat from a safe distance, its techniques can be adjusted for close-quarter fighting as well, making it a very versatile weapon. For a Sith Lord, Ray proved to be a patient and encouraging teacher and we at *Insider* thank him for his graciousness and enthusiasm as well as owners Eric and Debbie Chen for allowing us to use the NWTC for our lesson.

## WARMING UP (1)

Warming up before embarking on any form of Sith training is an extremely important ritual to avoid snapped ligaments and sprained groins. Thus, my apprenticeship begins with some of the most painful stretching I've ever subjected my body to followed by jogging, tumblers, and rolls. All goes horribly awry when sustained rolling leads to a nasty spell of dizziness that sends the room spinning around me. My mind clouds. Is it...the dark side?

## BECOMING ONE WITH MY WEAPON (2A, 2B)

Ray teaches me how rotate the staff in front of my body using an outside-in scooping motion while twisting my waist and feet. No matter how many times he explains and demonstrates, my brain refuses to wrap itself around the scoop; tangled arms and bent wrists ensue. I feel anger, frustration...the dark side beckons.

Suddenly, Ray attacks! Mercilessly swiping at my legs from different angles, he forces me to use the scooping motion to deflect his lightning-fast swings. I block, he relents, and I can now see that his strategy works; I'm able to perform the motions without his "encouragement." Apparently, attacking your student is an ancient Sith training technique and if you can't successfully defend yourself, you don't deserve to be a Sith.

## BEFORE YOU FLY YOU MUST LEARN TO WALK (3)

Ray teaches me to scurry across the floor while spinning the staff in front of me—a proven method for deflecting blaster shots. Knees get banged. Teeth clench. My blood boils. But I channel my anger and eventually get it right. "Good man!" he exclaims, although I know he's using reverse psychology—an ancient Sith mind trick—and can see his through his ploy.

## DOING WHAT MUST BE DONE (4)

With Ray's guidance I'm able to twirl the staff back and forth and while doing this, spin 180-degrees, ending up in the starting position—only facing the opposite direction. I am ready to take on multiple Jedi attackers and can feel the dark side flowing through me.

## I HAVE BEEN WELL TRAINED (5)

Finally, Ray has me string together all of the steps—cross-over, step, spin, end up in starting position—and then top off the whole sequence by sinking down and striking a Darth Maul pose. The actual pose requires so much leg strength that my legs feel like rubber days later. In some ancient Sith circles students are forced to hold this position for 20 parsecs. Nevertheless, I have taken my first steps into a darker world, and one day I will be the Master and it will be me teaching you, Mr. Park....





# ray park shows you *how to fight like a sith* in eight easy steps!



## STEP ONE

Pull the stick behind you in a deep stance as if you're drawing back a bow and arrow. You're really stretching it back, readying for the launch.



## STEP TWO

Bring the staff around to the front of your leg—to the front of your body.



## STEP THREE

Twist the stick in one hand.



## STEP FOUR

Grab it with your right hand as the stick completely rotates around.



## STEP FIVE

With your right hand, twist the stick horizontal to the floor.



## STEP SIX

Bring your weight back to your right leg, and bring your left knee up as high as you can with your left hand just behind your right fist.



## STEP SEVEN

Step back with your left leg and pull your left hand, as if you're pulling the string on a bow and arrow.



## STEP EIGHT

Bring it back to your left hip, sink into your stance—and pose with the stick out in front for a great homage to Darth Maul.





By Pablo Hidalgo

# A Lesson in Absolutes

PLUS, TRYING TO UNDERSTAND YODA



**BEFORE** diving in to this issue's round of queries, I want to invite all readers of *Star Wars Insider* to check out a newly unveiled section of [starwars.com](http://starwars.com). Replacing the Ask the Lucasfilm Jedi Council section—which looked rather dated in the new site design—the Questions & Answers archive is taking all that old data and mixing it with questions that have appeared in this column. So if you have a burning *Star Wars* question, be sure to check [www.starwars.com/qa](http://www.starwars.com/qa) to see if it's already been asked—and answered!

After watching *Episode III* for what seems like the 100th time I've run across a little problem. Right before the Obi-Wan/Anakin fight, Obi-Wan says "Only a Sith deals in absolutes." My problem: Isn't one of the most popular *Star Wars* quotes from Yoda, "Do or do not. There is no try," an absolute? Am I the only one who noticed this?

—John Henderson, via Internet

You're definitely not; in fact, this is one of the most intensely dissected lines in *Episode III*, from fans wondering about its inherent contradiction to bloggers who think they're sniffing out a political statement in those words. The contradiction is no mistake; think of what Palpatine was saying to Anakin earlier. He was describing

the Jedi as narrow-minded and dogmatic, and there's plenty of evidence in the previous *Episodes* to support his statements. The Jedi Code is often portrayed as prohibitive, and is filled with absolute rules that can't be broken.

When Anakin proclaims all who oppose him as his enemy, he's not being very Jedi-like. That is a declarative worthy of a Sith, and Obi-Wan, himself outraged at what has become of his former pupil, calls him out on it. But the fact that Obi-Wan does so in a manner that hints at Jedi hypocrisy illustrates that he doesn't understand—or cannot understand—what has



befallen Anakin. This also illustrates a common source of confusion in fiction: Characters aren't infallible and may in fact be unreliable. Just because a character says something doesn't make it true.

On the galactic map, the planets Mustafar and Geonosis are relatively equidistant from Coruscant. In *Attack of the Clones*, Padmé says that it would take some time for the Jedi to reach Geonosis in time to rescue Obi-Wan. However, in *Revenge of the Sith*, she reaches Mustafar in the blink of an eye. How is this possible?

—Desmond Osorio, via Internet

Your question hints at one of the primary reasons Lucasfilm was reluctant to actually create a map of the *Star Wars* galaxy. While the map is helpful, it must always be subservient to the needs of a story. In other words, it takes characters as long as the movie requires them to reach their destination. Luckily, though, the rules of hyperspace travel allow for such flexibility. Even in the earliest attempts to pin down travel times—the role-playing games of the late 1980s—there was a large amount of wiggle room to allow storytellers to bend the time constraints.

Hyperspace travel time is not always a function of distance. It's a function of how uncluttered and well charted the route is. If your nav computer has spotty or outdated records of a particular region of space, you're going to have to take a longer journey.



Illustration: Scott Kupper



The folks in publishing recognized the issue of travel times in Episode III early on while the movie was in production. That's what prompted a HoloNet News story that appeared in *Star Wars Insider* #73. The story, "Givin' Lured to Republic Astrogation Program," hinted that the Separatists and Republic were involved in an "astrogation race" to edge each other out with faster route calculations. To quote the story, "With the correct transdimensional computations, a skilled astrogator could conceivably move a warship across the galaxy in a fraction of the standard duration."

So, the short answer is that a hyperspace route can be as long or as short as required by a story. If it's short, then you have to imagine that the traveler somehow has access to quality astrogational data. If it's longer than need be, then occluded conditions, faulty data, or shaky equipment can be blamed for the delays.

*During his exile on Tatooine, was Obi-Wan aware of the existence of the Rebel Alliance? Because to my knowledge, he was the only one who knew the secret location of Kamino—which might have made a good target for the Rebels!*  
— Unknown, via Internet

Yes, he was, though exactly when he learned of it has yet to be established. However, Kamino isn't the top-secret classified installation you may think it is. Not only did Obi-Wan know of

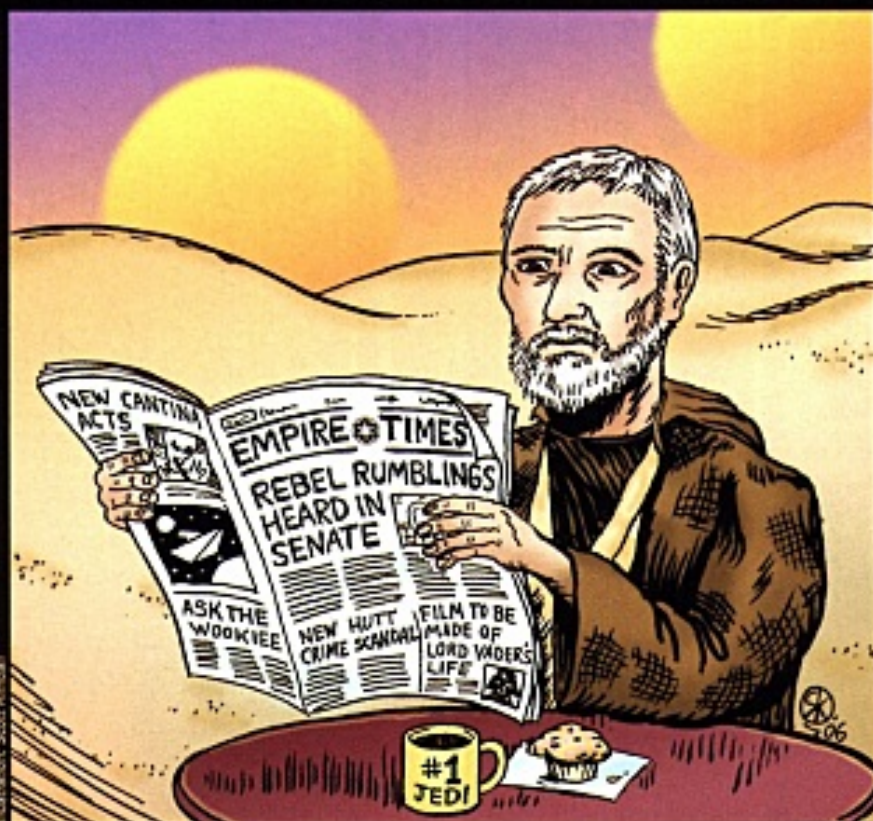


Illustration: Scott Kitchner

it, so did Yoda (he went to pick up the clones). Shortly after the Clone Wars started, the Separatists targeted Kamino in a major battle (as told by Dark Horse Comics' *Star Wars: Clone Wars Volume 1: Defense of Kamino*). By the time the Galactic Civil War was well underway, the Empire had dispersed its cloning operations and also supplemented its ranks with conscripted soldiers. As such, Kamino ceased being such a tempting target because crippling it would not stop the Imperial war machine.

*In several books, like the Power of the Jedi Sourcebook, a Padawan is a Jedi apprentice who has been chosen by a Jedi Knight. But in Episode II, Yoda clearly designates the younglings as Padawans in his conversation with*

*Obi-Wan Kenobi. So, who's right? Or is Yoda merely using the term loosely?*

— Mario A. Escamilla, Pachuca, Hidalgo, México

The formal definition of a Padawan is a youngling who has been apprenticed to a Master. That term was defined in Episode I and became the basis of the *Jedi Apprentice* series published by Scholastic starting in 1999. In the original shooting script for Episode II, Yoda's troublesome line, "The Padawan is right," is not spoken. That was only added later during a looping session when Frank Oz was laying down Yoda's voice.

Rather than scrap the definition that became the foundation of a book series, we're left with the fol-

lowing explanation: Yoda, as you guessed, was speaking loosely, and the term Padawan can be thrown around as freely as the term "Master Jedi" is. This jibes with Yoda's later use of "Padawan" in Episode II during his duel with Count Dooku. Yoda refers to Dooku as his former Padawan, yet Dooku was never directly apprenticed to him. Instead, Yoda instructed Dooku as part of a youngling clan.

*Issue #86 lists some of General Grievous' Jedi victims. Adi Gallia is among the casualties. I've already watched Revenge of the Sith more times than I can count and even found an Easter Egg. I'm pretty sure Adi was mowed down on her speeder bike on some remote planet during Order 66, unless it was some other dark-skinned*







Adi Gallia (Gin Clarke, left), her cousin Stass Allie (Lily Nyamwasa, middle), and Nina Fallon (right) portraying Stass Allie for the Order 66 sequence.

Jedi beauty who should have checked her rear-view mirror.

—James Rice, via Internet

That's not Adi Gallia on Saleucami who gets blasted by her clones. That's actually supposed to be Stass Allie, the Adi Gallia look-alike introduced in Episode II. It doesn't help that the person playing Stass in that shot, ILM's Nina Fallon, looks more like Adi Gallia than she does Stass, but that's who it's supposed to be. Adi Gallia is killed in *Star Wars: Obsession*, a comic book series from Dark Horse.

Did the Emperor and/or Darth Vader take new apprentices after the creation of the Empire? Or can there only be two Sith at once, no matter what? The reason I ask is because if Vader or Palpatine had apprentices, why would Vader need Luke so much to overthrow Palpatine? Wouldn't it be easier to join forces with one of his own Sith-trained students?

— Unknown, via Internet

Though I can't yet get into too many details, yes, both Vader and the Emperor sought out other apprentices after the events of Episode III. We know about some of them, from the Emperor's Hands to Vader's apprentices Lumiya (from the Marvel series), Vost Tyne (from the obscure

Planet of the Mists role-playing game supplement), and Lord Hethrir (from *The Crystal Star*). As to why Vader needed Luke, you must understand that as a Skywalker, Luke is much more powerful than other candidates. He's the only one who really had any shot at overthrowing the Emperor.

I am confused about a couple of lines of dialogue in *Attack of the Clones*. Kaminoan Prime Minister Lama Su says, referring to Jango Fett, "Apart from his pay, which is considerable, Fett demanded only one thing." Implying that Jango has the upper hand in the cloning deal. Later when Obi-wan asks the whereabouts of Jango, the reply from Lama Su is "Oh, we keep him here," implying that the Kaminoans are in charge. Who is in charge of whom here?

— Unknown, via Internet

Fett's demand was of Tyrannus, the man who recruited him as the cloning template. Because Fett still took bounty-hunting assignments during his decade-long commitment to the cloning program, he clearly had some freedom to come and go. The Kaminoans referral to "keeping him here" is not meant to imply command of him. If anything, it's indicative of the clinical detachment that the Kaminoans exhibit. To them, Jango is more product than person. ☉

Do you have a Star Wars trivia question that you can't find the answer to? E-mail it to us at [QandA@insider.starwars.com](mailto:QandA@insider.starwars.com) or send it to **STAR WARS INSIDER**, P.O. Box 23500, Oakland, CA 94623-2350. ATTN: Q&A.





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# BETRAYAL

## IS JUST THE BEGINNING

Aaron Allston kicks off the startling new series—*Legacy of the Force*—with a slew of surprises.

By Jason Fry

### *Betrayal.*

It's one of the language's more loaded words. A promise of pain and harm, shock and surprise—and a guarantee that the way you think about something is due for a dramatic change. Which makes it the perfect title for the new novel from Aaron Allston, the kickoff of a nine-book series that promises to shake up the *Star Wars* universe as thoroughly as the New Jedi Order did—perhaps even more so. The *Legacy of the Force* series, to be written in rotation by Allston, Karen Traviss, and Troy Denning, deals not with an extragalactic invasion force but with threats closer to home: the difficulties of keeping any number of fractious planets and cultures at peace, the nature of the Force, and the legacy of the legendary Skywalker family.

*Legacy of the Force: Betrayal* (Del Rey, \$25.95) begins innocuously enough. Jacen Solo and Ben Skywalker are investigating reports that the citizens of Adumar are making forbidden munitions; it's a mission that demonstrates the two cousins are becoming a formidable Jedi team. But elsewhere, there are unsettling portents.



Luke Skywalker keeps feeling flashes in the Force of a shadowy figure promising to bring great pain for him and for the galaxy. Corellia and the Galactic Alliance are at odds, with talk of rebellion in the air. Corellians such as Han Solo are uncertain of their loyalties, as a warm dinnertime argument between Han and his children, Jacen and Jaina, makes all too clear. Of course, Han's children serve the Jedi order, sworn to defend the Galactic Alliance—so what happens when Luke orders them into action against Corellian interests?

And that's just the way it *begins*.

Before *Betrayal* ends, Allston maneuvers his cast of characters into any number of variations on betrayal: parents and children on opposite sides of a deadly starfighter battle; heroes of the Rebellion held prisoner by the galactic government they helped create; faithful servants of that government quietly working against it. In fact, at one point late in the book, the reader may be startled to realize that every major character in the book is pitted, whether or not they know it, against family and loved ones. And that's without even discussing the quakes in the Force that Allston puts in motion.

Allston's previous *Star Wars* novels include four adventures in the popular *X-Wing* series as well as a pair of books in the New Jedi Order (*Enemy Lines I: Rebel Dream* and *Enemy Lines II: Rebel Stand*, numbers 11 and 12 in the series). As a New Jedi Order author, he had a ringside seat for the emotional blowback suffered by R. A. Salvatore for being the author tapped to chronicle Chewbacca's death in *Vector Prime*. Asked if he's prepared for the kind of anguish and anger that Salvatore had to endure, Allston is philosophical.

## I'VE SEEN THAT FACE BEFORE



*Lumiya's return comes as happy news to fans of a certain age who remember the Marvel comic books in which she was one of the more intriguing characters introduced in the post-The Empire Strikes Back stories. For younger fans or those who missed the Marvel run, here's a quick refresher.*

*The invention of veteran Iron Man writer David Michelinie, Shira Brie (originally it was "Brie") made her first appearance in Star Wars #56 ("Coffin in the Clouds"). Her red hair and combat skills may remind fans of Mara Jade, though, unlike Mara, Shira was a love interest of Luke's before she was his antagonist. Star Wars #61 ("Screams in the Void") is one of the best Marvel stories of the era: Luke and Shira are part of a squadron of stolen TIE fighters that infiltrate an Imperial fleet. With his communications jammed, Luke can't tell which TIEs are friends and which are foes. When a TIE comes between him and his target, Luke calls upon the Force for guidance, and it tells him to fire—but when he returns to the Alliance's base, he discovers to his horror that the TIE he's blown away was Shira's.*

*On the planet Shalyvane, however, Luke uncovers Shira's secret: She was an Imperial agent trained by none other than Darth Vader. (Later role-playing material and Star Wars books would expand Shira's story to include a childhood in the Imperial Palace and a stint as an Emperor's Hand—another parallel with Mara Jade.) After Shira's apparent death, Luke and Chewbacca raid an Imperial data vault on Krake's Planet in Star Wars #63 ("The Mind Spider"), a mission that allows Luke to clear his name. But that story ends with Vader brooding over a patient in one of the Executor's bacta tanks—Shira Brie has survived.*

*When she returns after the events of Return of the Jedi in Star Wars #88, ("Figurehead") it is as Lumiya, the mysterious cyborg head of security for the planet Hordessa. Leia Organa shoots Lumiya at the climax of that tale, but she'd return in Star Wars #95 ("No Zeffrons"), allied with Nagai invaders on the planet Kinnoune. Armed with a lightwhip, she bests Luke and hands him over to the Nagai. But in their rematch in Star Wars #96 ("Duel With a Dark Lady!"), Luke defeats her and discovers her identity—but fails to convince her to abandon Vader's teachings. Lumiya then turns on the Nagai and allies herself with the alien Tofs. In the Marvel finale in Star Wars #107 ("All Together Now"), she is shot and apparently killed before she can kill Leia. But again she survives—and decades later she will find herself bound up with the lives of the Skywalkers and Solos, once again.*



# LEGACY OF THE NEW JEDI ORDER



From left to right, authors Aaron Allston, Karen Traviss, and Troy Denning  
Photos by: Mark Richmond, Mark Wigham, and Peggy Murphy

Del Rey Editorial Director Shelly Shapiro says the plan for *Legacy of the Force*—nine books by three authors—was shaped in part by lessons Del Rey and Sue Rostoni, executive editor at Lucasfilm, experienced during the creation of the mammoth *New Jedi Order* series.

"We wanted something meaty and long, like the *NJO*, but 19 books seemed too large and unwieldy—hey, we learned a few things by doing the *NJO*!" she says. Another lesson, Shapiro recalls, is that the *New Jedi Order* authors who came aboard later in the series had a hard time getting up to speed with the story and the continuity. "That's why we decided this time to choose all the authors in advance and have them involved in building the story from the very start," she says.

Joining Aaron Allston in rotation at the authorial helm are Karen Traviss and Troy Denning. Traviss's *Star Wars* debut was *Republic Commando: Hard Contact*, a spin-off of the LucasArts video game that won fan plaudits for its nonstop action and intriguing portrayal of the Republic's clone soldiers. Its sequel, *Triple Zero*, further explored that theme as well as the links between the clone troopers and the Mandalorians. Denning, meanwhile, is the author of *Star by Star*, one of the pivotal books of the *New Jedi Order*; *Tatooine Ghost*, with its connections between the prequel trilogy, classic trilogy, and the *Thrawn* books; and the post-*NJO* *Dark Nest* trilogy. Traviss' first *Legacy* assignment, September's *Bloodlines*, is next up in the series, while Denning will begin with the third book, December's *Tempest*.

While Shapiro isn't inclined to reveal too much in the way of plot points, she will say that *Legacy* is "a pretty dark story, though not like the *NJO* with

all the emphasis of the Yuuzhan Vong on pain and torture and destruction. I am determined not to let us lose sight of the greater *Star Wars* themes of redemption and of good triumphing over evil in the eternal battle between light and dark. We will be doing something unexpected—and I expect there to be a major outcry. But that's what the best drama is about."

Oh, okay, maybe just a few hints of what's to come: "I can say that Boba Fett will have his own story line. That Han and Leia will have their own intense plot line, as will Luke and Mara and their son, Ben. That Jaina and Jacen will truly come into their own. That Luke will be a strong Jedi leader. And that nothing will ever be the same...and yet all will be properly *Star Wars*."



"I have thought about it. If it's my time to pick up a little heat, I can deal with that with good grace," he says, acknowledging that "there won't be a unified opinion among fandom as to what I've done."

So what has he done? Sorry, good Padawans don't tell tales out of the Jedi Temple. Let's just say it involves profound questions about the nature of the Force and how that mystical energy field can be harnessed by users of various philosophies. Once those questions have been posed, the reader will think differently about

a number of Force users encountered in the sprawling *Star Wars* saga, including Emperor Palpatine, Darth Vader, and Vergere.

Not to mention Lumiya.

Yes, the cyborg dark-sider from the Marvel Comics series is back—but in a rather different role from her previous incarnation as Luke Skywalker's whip-wielding nemesis. Allston says he read the Marvel stories (since reprinted in a septet of trade paperbacks by Dark Horse) for research purposes, but didn't let them tie his hands in considering Lumiya's place in *Betrayal*.



"Basically what I had to do was say, 'This is who the character was 30 or 40 years ago. What relationship does this new character have to her?'" Allston says. That thought process had to include more than just the character: As Allston notes, the wealth of tales told in the *Star Wars* saga since the mid-1980s have greatly expanded what readers know of the Sith and the dark side. That additional context allows Lumiya to be part of a much richer tapestry, and, while she's still the character veteran fans will remember, the portrayal of her in *Betrayal* is correspondingly more complex.

An item of interest to those longtime fans: Lumiya's return wasn't assured. As Allston tells it, the decision to bring the character back was made in story conferences for the series. In the early stages of the process, the role in the novel that was eventually earmarked for Lumiya was identified only as "a wizard." At one point, conference participants pondered giving the role to an Anzati, cheek proboscises and all.

Allston was a part of those story conferences, which date back to meetings at Big Rock Ranch in late 2004. As the series took shape, he was picked as one of the three writers who'd pilot *Legacy of the Force* and then was chosen to begin the saga, something he calls "a vote of confidence that I appreciated."

Allston notes that his tenure on the New Jedi Order has given him "a certain amount of experience with transitions and handoffs"—

though in the beginning of *Legacy of the Force*, he only had to worry about the latter. Beginning a series, he says, is "easier in some ways—you don't have a lot of plot threads to grab from other writers. But it's harder in some other ways—expectations are higher."

*Betrayal*'s exploration of the Force is shaped in part by *Revenge of the Sith*, even though Episode III didn't hit theaters until Allston had a complete outline and was already writing. Allston says *Betrayal* was revised after Episode III's release, but the revision wasn't a particularly difficult one. More difficult, he says, was figuring out how many plot threads he could spin around the concept of betrayal, and "playing with the thread of tragedy" that runs through the book.

"I like to do something in every novel I haven't done before," he says, adding that "dealing with [tragedy] to a greater degree than I ever had before was a challenge, and one that I really relished."

If that tragedy results in some readers who feel, well, *betrayed*, Allston proclaims himself ready.

"You can't give a happy ending and nice breaks to every character" when writing a series, he says. "There is tragedy to be had, and you can't just visit that tragedy on characters who the reading audience doesn't care about." ☐



# LEGACIES OF FUTURE ORDERS

In the second of a three-part series, *Insider* introduces you to some of the best and the baddest from the upcoming comic book series *Star Wars Legacy*. By Frank Parisi



A new Sith order trying to bring peace to a splintered galaxy, Jedi Knights who serve a kinder and gentler Emperor... not the types of people you'd expect to encounter in a galaxy far, far away. But if there's anything to be said about the series *Star Wars Legacy*, it's that it will challenge every notion you have about the *Star Wars* universe and the people who populate it. Here are some whom series creators John Ostrander and Jan Duursema would like you to meet.



## THE SITH ORDER

### DARTH KRAYT

Donning the same type of bioengineered vondaun crab shell armor used by Yuuzhan Vong warriors, the founder and leader of the latest incarnation of the Sith order has a past that is kept secret even from most of his own dark side companions. A cunning tactician with a deep knowledge of the art of warfare, Krayt (opposite page) has abolished the disastrous Rule of Two and supplanted it with the

Rule of One—the One being the Sith order itself. Born into a galaxy torn asunder by warfare and ravaged by the invasion of the Yuuzhan Vong, he believes that the galaxy is fractured and weak, and must be made whole and strong again according to the will of his order. Armed with ancient knowledge gained from holocrons found on the world of Korriban, and driven by what it believes to be a higher purpose, Krayt's Sith order has been surreptitiously planning to bring its vision of peace and stability to the galaxy for over 100 years—and it will stop at nothing to make its vision a reality.

### DARTH NIHL

The corpse-like Nagai known as Darth Nihil (left) spent his former years as a galactic warlord and scourge of the Unknown Regions before being recruited by Darth Krayt to join his fledgling Sith order. As one of Krayt's "hands," he secretly operates in servitude to his Master both within and without the order. The very image of death, Nihil's facial tattoos represent his penchant for deep, silent meditation and his lack of personal ambition, which he has sacrificed on behalf of the Sith.



### DARTH TALON

Crimson skinned, fully tattooed, and seething with hatred for the Jedi, Twi'lek Sith Darth Talon's (left) passion and unwavering devotion to Krayt are balanced by her mastery over the Force and her prowess with a lightsaber. She is a third-generation Sith and was raised on Korriban to be another one of Krayt's "hands;" thus she has no inkling of life outside the order.

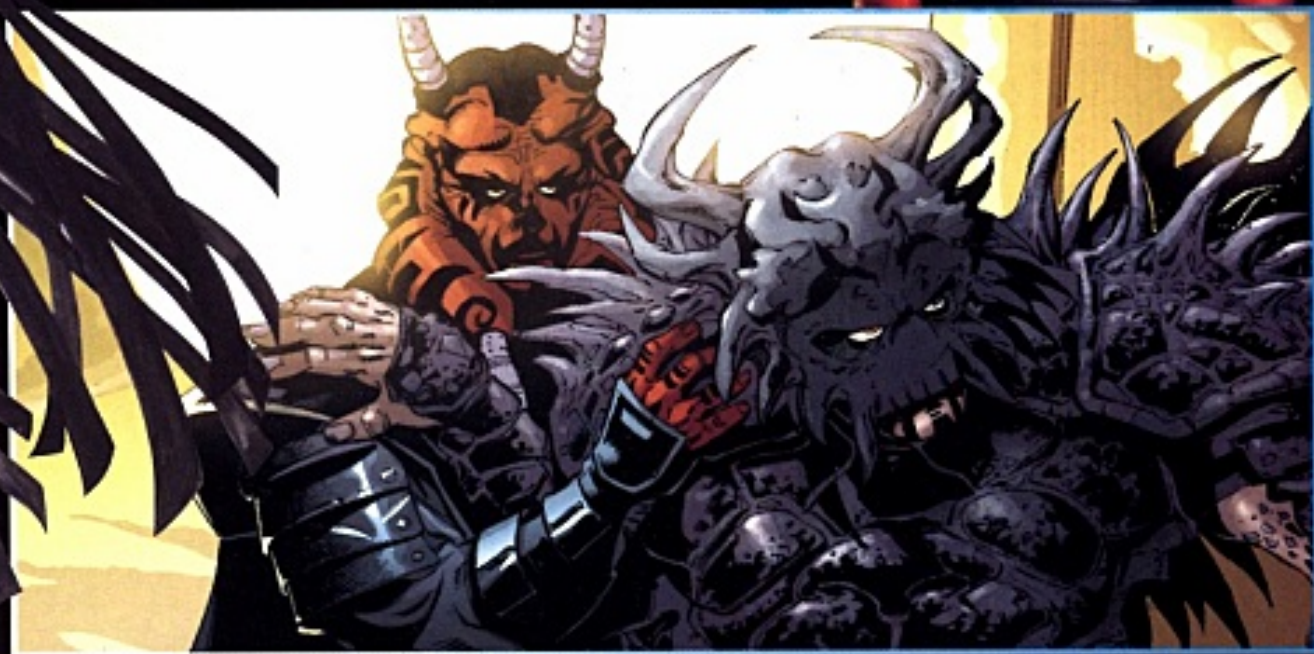
### DARTH MALADI

Whereas Talon is the living embodiment of unrestrained passion, the beautiful Maladi (below right) is the personification of cold cruelty. Head of Sith Intelligence and Assassination, Maladi is also an accomplished torturer and inquisitor; her specialty is the craft of mental

manipulation techniques. A skilled scientist, she tirelessly experiments with ways to pervert science for the needs of the Sith.

### DARTH WYYRLOK

Krayt's most trusted lieutenant, Darth Wyyrlok (below with Krayt) is his second in command. He is also the third person to take on the name of Darth Wyyrlok. Calm, philosophical, and skilled in diplomacy, Wyyrlok is the voice of reason within—and the public face of—the Sith order. His knowledge of the rituals and lore of the Sith is unparalleled, and his dark side abilities are surpassed only by Krayt.





## THE GALACTIC UNDERWORLD

### CADE SKYWALKER

A direct descendent of Anakin and Luke Skywalker, Cade (right) has forsaken his family name and refuses to acknowledge the legacy that name entails. The son of Kol, a senior member of the Jedi Council until his death, Cade trained as a Jedi under the tutelage of Master Wolf Sazen and was at the Jedi Temple on Ossus when it was destroyed toward the end of the Sith Imperial War. Cade now makes his living as a bounty hunter. Burned out and travel weary, Cade traverses space in his ship, the *Mynock*, resourcefully gathering whatever materials he needs from the fringes of the galaxy.



### DELIAH BLUE

A former party girl with a knack for tinkering and repair, Deliah (left) is responsible for the upkeep of the *Mynock*. Although she initially agreed to work to pay her way to the next big bash, Deliah wound up staying aboard much longer than she originally intended, partly because of her fondness for its mysterious captain. A member of the Zeltron species, Deliah's purple eyes, pink skin, and blue hair complement her flair for fashion.



### JARIAH SYN

A friend of Cade's since their days of apprenticeship under Rav, Jariah Syn (below) is the copilot of the *Mynock*. He is also an accomplished bounty hunter and has a deep disdain for the Jedi—and no inkling whatsoever that Cade was trained as one. Though he and Cade can butt heads every so often, their friendship is tight, and each always helps the other when things get rough. The quintessential rogue, Syn is known to carry contraband like Yuuzhan Vong thudbugs and razorbugs.



### RAV

Seemingly ageless, like the rest of his Feeorin species, Rav (above) was once a famed space pirate who now operates a bounty hunter clearinghouse where he accepts prisoners, supplies bounty hunters with whatever they need, and uses his charm and cunning to keep them indebted to him. Everyone owes Rav, and many of his former crewmembers, including Cade and Jariah, have his Bloody Bones mark tattooed on their bodies. Rav lost his leg, and has since replaced it with a weapons-laden artificial one.

## IMPERIALS

### ROAN FEL

Well after the Yuuzhan Vong War, the influence of both the Imperial Remnant and Bastion expanded, coalescing to form a new Empire. The third of the benevolent Fel dynasty to serve as Emperor, Roan Fel (below) promotes the Empire's new motto of "Victory Without War." Fel is also an Imperial Knight and a talented wielder of the Force. A cunning politician and quick thinker, he has managed to keep the Empire cohesive and strong while quelling fractious forces within.







#### MORLISH VEED

Imperial hardliner Morlish Veed (left) covets the Emperor's chair and will stop short of nothing to acquire it. Adept at political and military maneuvering, he keeps the other Moffs in a state of subservience to him, while his ambition and partnership with Nyna Calixte of Imperial Intelligence bodes ill for Emperor Fel.

#### ANTARES DRACO

Antares Draco (below, left) is the leader of the Imperial Knights, the Empire's highly trained—and unwaveringly loyal—answer to the Jedi order. He is so devoted to his Emperor that his loyalty to the Force comes second.

#### JEDI

##### WOLF SAZEN

Wolf Sazen (right) apprenticed under Kol Skywalker and eventually trained Kol's son, Cade. Wolf was grievously injured during the siege of the Jedi Temple on Ossus, and his apprentice went missing. Though it is widely believed that Cade is dead, Wolf trusts that his Padawan lives and scours the galaxy to find him, help him reclaim his heritage, and save the Jedi order.

##### ASTRAAL AND SHADO VAO

After being orphaned as children, these twin Twi'leks were raised in one of many Imperial Missions dedicated to aiding the poor throughout the galaxy. Though both were highly Force sensitive, their paths went completely different directions. Shado (below, right) was discovered by Wolf Sazen and brought to Ossus, where he apprenticed under Kol Skywalker, befriend Cade in the process. Astraal's (below, center) sense of devotion toward the Mission that had helped her and her brother inspired her to become an Imperial Missionary and live according to its humanitarian ideology. ☉







By Steve Sansweet

# Why Is the Dark Side So Darn Attractive?

FROM A DARTH MAUL JACKET TO ADMIRAL OZZEL'S CAP, WE SEARCH FOR SITH AND BAD-GUY COLLECTIBLES.

**WHY** do we love the dark side so much? Why are the villains always the most attractive characters? This isn't just a Star Wars question but a much broader one that extends to all societies and popular culture in general. There are many explanations offered. Sometimes we feel so constrained by the rules and regulations imposed upon us that we thrill vicariously at the exploits of the baddies—the Dark Lords of the Sith, the evil Emperor, the ruthless bounty hunters, or even crime lord slugs. They have few restraints on their actions. Besides, they usually have the coolest costumes! And that often leads to the coolest collectibles. It's not coincidental that the modern era of Kenner/Hasbro action figure cards keep returning to an icon of evil—Darth Maul or Darth Vader—to tie together the look of the line. Or that the 300<sup>th</sup> figure was Boba Fett and the 500<sup>th</sup> figure was Vader. In case you didn't notice, the men and women of the 501<sup>st</sup> wear stormtrooper costumes, not Jedi robes. While we—usually—want the good guys to win in the end, modern society and pop culture have gotten so complex that often we're not really sure just who the good guys are. Just take a look at Anakin Skywalker/Darth Vader now that all six movies in the saga are complete. It is that duality of good and evil—and the very fine line between them—that keeps us hooked.

*I've been amassing quite a Darth Maul collection, mostly unusual items (that big U.K. Maul-head backpack is one of my favorites). Recently, I've been looking to purchase one of the Darth Maul Celebration I jackets and have seen or had a lot of offers for XLs, but being a fella of shorter stature, I need an M or L. My question to you is were there sizes other than XL made? Perhaps I've not been finding any because they were only made in XL. Any information you can provide would be helpful.*

—Mark Van Slyke, Aurora, IL

Ah, Mudstock! I mean, **Star Wars Celebration I**, where a 50-year rain nearly swept us all into the gutters of suburban Denver. That amazing event (despite the rains) was a seminal one for Star Wars fans who had a chance to do what they love best: have fun celebrating Star Wars with like-minded folks from around the world and make new friends. The **Celebration** store was a very popular venue because of the cool exclusive items...and the fact that it was dry inside! One of the coolest items—and the most expensive—was the jacket you seek, a black wool beauty with black leather sleeves and an incredible embroidery of Darth Maul's evil grinning face on the back. The jacket sold for \$295 and came in M, L, and XL. There were very few Mediums, more of the Large size, and the most of the XL size based on past buying patterns at the Official Star Wars Fan Club. Less than 500 total jackets were made. I have seen the Large version pop up on eBay from time to time; why not enter it as a daily automated search? You might also want to Google "Darth Maul jacket" to possibly turn up one of the correct size on a personal or commercial site. Happy hunting!



*I just recently bought the limited edition Lord Vader watch (with glowing eyes and flames feature). A few links need to be taken out of the watchband in order for it to fit me. My question is should I get the links taken out and wear it, or should I just leave it alone, keep it in the case that it came in, and display it only? Would it decrease in value later on if I wear it now? It is a very nice piece, but I would hate to get it messed up!*

—Dave Cofelice, Dundalk, MD





This \$135 highly collectible Darth Vader watch from Fossil just begs to be worn! It sports glowing red eyes, the black Vader image and logo, and bright orange flames that turn an evil neon green with the touch of a button. At night, the green lights up in a glow-in-the-dark sequence that makes the watch look delightfully menacing. I'd take the links out and keep them safely in the sculpted resin case, which you can put on display. Don't worry about reselling this 10 years from now because, even mint, there's no guarantee it would bring in even what you paid for it. By the way, there are two versions—one with a silver bracelet band and casing (edition of 2000, still available from Fossil at this writing), and one with a black-finished bracelet band and casing (a sold-out edition of 1000).

*In the starwars.com online supplement "The Ultimate Collection" for the Lucasfilm Fan Club Magazine #9, they showed a picture from the Lucasfilm archives that contained many Star Wars props, including the "Death Star." I was under the impression that Mr. Lucas has discarded the Death Star after filming and that some collector had obtained it and is now displaying it in his living room behind a Plexiglas case.*

—Frank Perez, Brooklyn, NY

The story and photo that Frank is referring to was an online Hyperspace reprint of an article from this magazine's fall 1989 edition, when it was called *The Lucasfilm Fan Club Magazine*. Yes, the original three-dimensional acrylic Death Star, built by ILM and painted by concept artist Ralph McQuarrie himself for Episode IV *A New Hope*, apparently was left behind in a storage facility in North Hollywood when ILM moved to Northern California—or so the unverifiable story goes. It ended up at a Midwest flea market, was purchased for use in a bar as a sort of strange disco ball, and later was bought by a couple of fans who recognized it for what it was. To make a long story short, it ended up in the collection of supercollector Gus Lopez, who is an excellent steward of this amazing piece of Star Wars history. The photo of the archives that accompanied the article clearly shows Death Star II from *Return of the Jedi*. It was

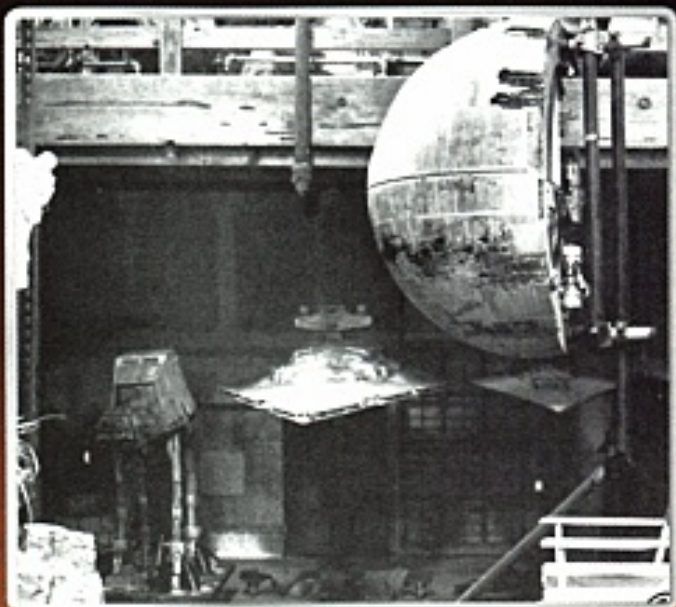


constructed of plastic, wood, and metal—including hundreds of laser-cut sheets of brass to represent the still-unfinished levels inside the super weapon. Death Star II is safe in the Lucasfilm Archives, although it's so fragile because of the nature of the prop that it can no longer go out on exhibition. (And thanks for another great question from Frank, who has become regular correspondent to *Scouting!*)

*My son Spencer wanted to show off his version of Order 66.*

—Mitchell Hallock, Trumbull, CT

Mitchell asked me a question that I had already answered recently, but I wanted to share Spencer's delight in lining up all of his many troopers—storm, clone, snow, scout, sand—against poor defenseless Yoda! Spencer, don't you know that you're giving in to the seductions of the dark side? Then again, don't we all!







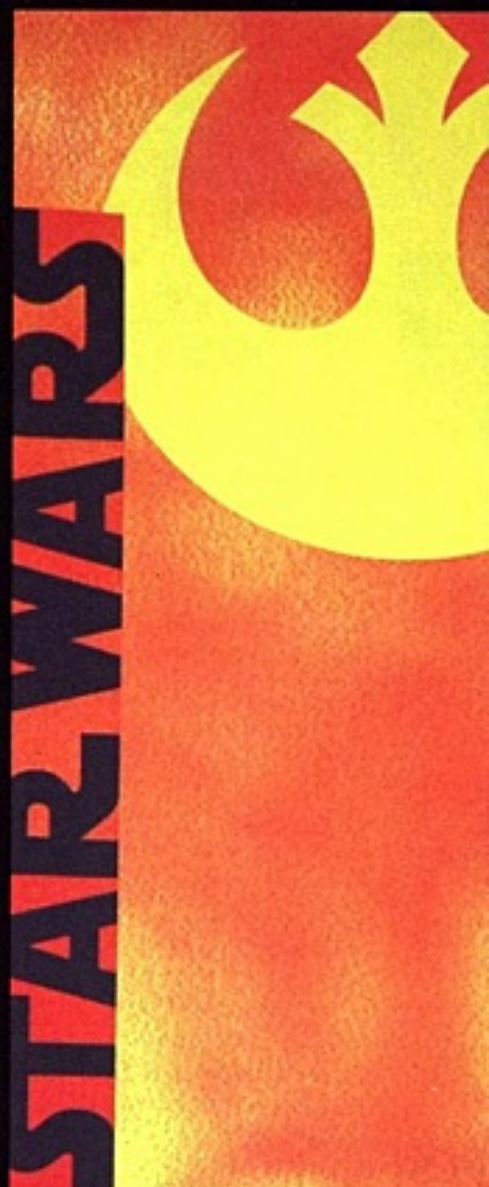
I recently came across a couple of items in my collection that I'd forgotten I had. They are cloth banners that I purchased at The Sharper Image sometime in the 1990s. The ones I have are of Darth Vader (red and black) and a stormtrooper (lime-green and purple). They are just over 4 feet tall and are made of a polyester type of fabric with wooden dowels on both ends. I would like any information you have on them, along with answers to a couple of specific questions: Were there more than these two made, and if so, what characters were they and when (and by whom) were they made? I also wouldn't mind an estimate of value. —Lynn Ogilvie, Ann Arbor, MI

Your banners—which appear to be in excellent shape—were a Sharper Image exclusive in the period around the release of the *Star Wars* Special Edition at the beginning of 1997. A current value might be \$35 to \$40 each. The images were originally created by Lucasfilm and sent out to retailers



as part of a graphics package—images that they could adapt to their own needs as displays to dress up the area of their stores where they sold *Star Wars* merchandise. The Sharper Image asked and was granted permission to make and sell the two banners that you bought. There were two other designs in the Lucasfilm graphics package that they did not use: Yoda and the Rebel insignia. Always the dark side they use!

My dad has had a rubber Jabba the Hutt replica in his office for a while. It has a gold plate on it that reads "461 of 5,000." It was made by Illusive Originals. He says that he got it when his company did business with Pepsi in either 1997 or 1998. It's on a black



platform that's about 29 inches by 15 inches. How hard would this be to find today, and how much is it worth—not that we're planning on selling it! —Thayne Hess, Sarver, PA

Your dad's large Jabba the Hutt foam-filled latex maquette is a cool-looking piece...in a disgusting sort of way. Pepsi probably picked up a bunch of them to use as gifts when it did its Special Edition promotion. The maquette is







fairly easy to find these days and can be scooped up for a tidy \$100 or so, less than its original selling price.

*I am in search of an official licensed Imperial officer's cap. I have seen several helmets available, but no caps. The only ones I have seen are in pictures of the 501st in Insider. I collect military caps from all over the world and really would like Captain Pielt or Admiral Ozzel's chapeau to join my collection.*

—Ted Jacobson, Rapid City, SD

See? Even the older ones give in to the baddies because they look so cool! The only licensed Imperial Officer's cap was distributed in 1980 by



The Thinking Cap Co. They were made in relatively small amounts and are hard to find today. But if you're looking for a close approximation, then do a Google search for "Star Wars" Imperial Officer Cap. You'll find sites that will give you pointers on how to easily assemble both the cap and its distinguishing silver-colored disk. ☐



Please send your questions and comments about collectibles to: *Scouting the Galaxy*, P.O. Box 2698, Petaluma, CA 94953-2898. Or you may e-mail them to [scouting@insider.starwars.com](mailto:scouting@insider.starwars.com), making sure to put your hometown in the e-mail along with your full name. Letters won't be answered without both your name and city. Individual replies aren't possible because of time constraints, but we'll answer the questions of broadest interest in the column. Letters are edited for grammar, sense, and length.

Photos by Anne Neumann



# Ghosts of the Sith

By Jude Watson

Illustration by Lirio Ng

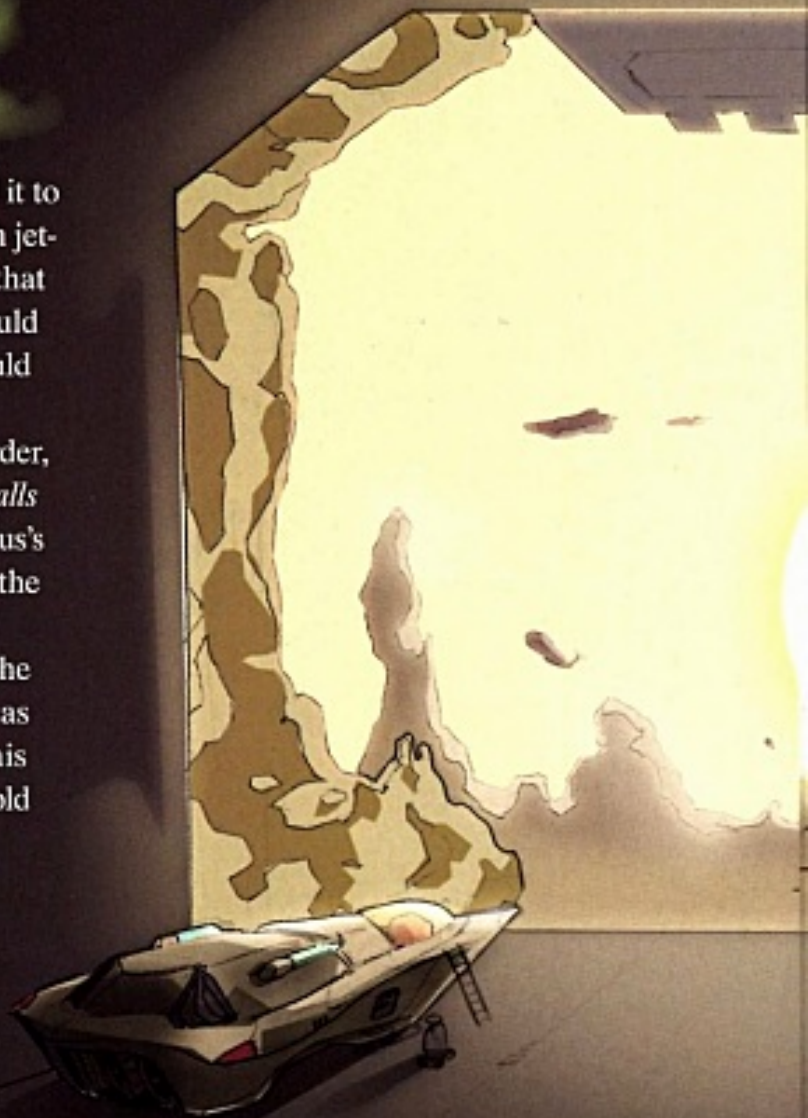
A short story by the author of the Scholastic series *The Last of the Jedi*. This interlude takes place between book #2—*Dark Warning*—and #3, *Underworld*.

**T**he starcruiser lurched as Ferus Olin yanked it to starboard. The debris field was studded with jet-tisoned space garbage and small asteroids that could get sucked into your engine faster than you could say, *Ooops*. He could handle it. If only his hands would stop sweating.

Korriban, the seat of power for the ancient Sith order, lay behind the debris field. *A source of evil that still calls evil to meet it*, Obi-Wan Kenobi had once said. As Ferus's ship approached its inner atmosphere, he could feel the dark side of the Force rising around him.

Ferus had made the choice to come, had entered the coordinates into the nav computer—yet it had felt as though the decisions were being made outside of his own will. It was as though a tractor beam had got a hold of him, yanking him forward.

*Why am I doing this? Why?*





It made no sense, except in his bones.

Just days before, Obi-Wan had hiked up a mountaintop on Bellassa to track him down. Ferus had been your average, run-of-the-mill Clone Wars veteran/resistance fighter/Imperial prison escapee. Then Obi-Wan had shown up, and soon he was dodging bounty hunters and finding himself smack in the middle of civil wars, not to mention finding out that the galaxy was in the hands of the Sith.

Now here he was, a Jedi again. And Obi-Wan had toddled off to retire among the banthas on Tatooine.

He wasn't even a Jedi. Not really. He'd been Siri Tachi's apprentice when he'd left the Jedi order. He could feel the Force, but accessing it with the same swiftness, the same pureness, was a struggle.

He had been on his way to Coruscant from the Outer Rim to check out a rumor about imprisoned Jedi when the idea had occurred to him to use Korriban for a fuel stop.

He never said he'd been a *smart* Jedi.

Something had called him. An urge to test himself, maybe. He needed to see what he was up against. Even a glimpse of the dark side on Korriban would tell him more than Obi-Wan's words ever could.

He passed through the debris field and suddenly Korriban was there, crimson clouds obscuring its surface, seven moons the color of bleached bone. He'd been here before as an apprentice. He remembered the feeling in his stomach, a kind of too-sweet sickness, like rotten fruit, in his mouth.

His 13-year-old traveling companion, Trever Flume, came up behind him. "Spooky. Those clouds..."

"The color of blood."

"The color of pain," Trever said.

Ferus glanced at him. Trever had seen much in his short life. The Imperials had killed his entire family. If pain could have a color, Trever would know it.

They were cleared to land at Dreshdae. The spaceport lay in the center of a plateau, just a huddle of ugly buildings under a metallic sky. Ferus eased the ship down to the landing platform, coming in low and easy.

"Can we review now, o' brave leader?" Trever asked. "According to you and the 'Wan, the Sith are the ultimate bad guys with awesome evildoing power. And you want to refuel at their own private pit stop?"

"That about covers it," Ferus grinned. "We won't stay long."

Trever raked back his blue hair with one hand. "We've already stayed too long," he muttered.

Outside, an Imperial officer was already waiting.

"No access to Dreshdae. Emergency fueling only. Stay by your ship."

"Charming welcome," Trever said as the officer walked away.

Ferus took in everything without seeming to, an old Jedi technique. The landing platform and hangar had been expanded recently—he could see the new ferrocrete laid in slabs next to the old, done hastily with humps and bumps and already cracked and scorched from the amount





of traffic. The hangar was thick with Imperial traffic and battered star cruisers. Grungy pilots leaned against their ships, and Imperial officers hurried by importantly. Battle droids were everywhere. He'd thought most of them were out of service now.

He felt as though something brushed his shoulder, but there was no one there. Perspiration sprang up on his skin, rolled down between his shoulder blades. The dark side of the Force was so powerful here that it seemed to hang in the air like dank humidity. He remembered that feeling, too. And the voices.

At first they were so low, you thought it was a breeze, until you noticed there was no breeze. And the words weren't coming from the beings around him. They were inside him, insistent and soft, like damp fingertips caressing him.

The ghosts of the Sith were whispering in his ear, picking up his own fears, adding their own dark invitations.

*You think you've lost the Force, but we can teach you. You'll be better than before. You've lost everything; we'll get it back for you. We can get you everything back...everything you had, and everything you want...just stay and join us....*

"Ferus? You okay?"

"Fine."

The voices were bad enough. Now Ferus noticed the peculiar quality of sound in the hangar. Was it the design of the landing strips, the docking bays, or the low overhangs that made voices echo? Whatever it was, it gave the sound a hallucinatory quality. Footsteps you thought were approaching were actually receding. Voices you thought were behind you really came from up ahead. A landspeeder you thought would appear around a corner never arrived.

So when the voice came from behind him, but she appeared in front of him, he was surprised.

The woman surveyed the landing platform with a chilly blue gaze. Then she flung a luxurious chaghaaine cape around her shoulders and stalked in his direction, followed by a high-ranking Imperial officer.

Ferus reached back casually and drew his hood over his head, shadowing his face.

"Take me immediately to the Valley of the Dark Lords," she said to the officer as she passed them.

"You know her?" Trever asked.

"Jenna Zan Arbor. The most-wanted galactic criminal before the Clone Wars. A brilliant scientist who developed cures for diseases that would decimate populations."

"That's good."

"Then she would introduce the virus into the population, killing thousands, before stepping in to save them. In the meantime, she would jack up the price."

"That's bad."

"You're catching on. She was obsessed with studying the Force. She might be one of the few in the galaxy who knows that Palpatine is a Sith. On my last mission, we tracked her here. She came to meet a Dark Lord. I wonder why she's here."

"Not our problem. We're headed to Coruscant, remember?"

"If we followed her..."

"We're not supposed to leave the ship. Normally I don't like obeying orders, but in this case...gladly." Trever shivered as he looked over the lip of the platform, down at Dreshdae.

*Stay. We have things to teach you.*

He wanted to stay. He could outwit the voices. They would think he was staying for them, for their powers, but he would stay only for his own reasons.

*You can become stronger in the Force. This is the place to do it. You know it.*

Ferus felt the urge inside, strong as the pull of a gigantic moon. He could learn from them and yet not surrender to the dark side. They were right—he was weak now, and he needed to be strong. He could stay.

"Ferus!" Trever put a hand on his wrist.

He looked down, and did not see the genial, wounded boy he was fond of. He saw an obstacle.

*Good, good, you're learning.*

He stared down at Trever's hand. He felt the warmth of skin on skin. A touch, one being to another. And in that touch he felt trust.

"I just think..." Trever said, "that at this point, we need to choose our battles."

With an effort, Ferus pushed against the voices. The dark side was here, but so was the Force he knew. He felt it around him and grabbed on.

Twenty meters ahead, Zan Arbor suddenly turned. He wasn't sure what had prompted her movement. Her blue gaze was intense as she studied him. He didn't move.

She said something to the officer next to her.

"We'd better go," Ferus said.

Without any appearance of haste, they turned and jumped into their cruiser.

He keyed in the request for clearance and counted off the seconds. It seemed to take years. In that span of time he realized how close he had come to staying. He had barely fought off that urge. They had found his weakness and exploited it.

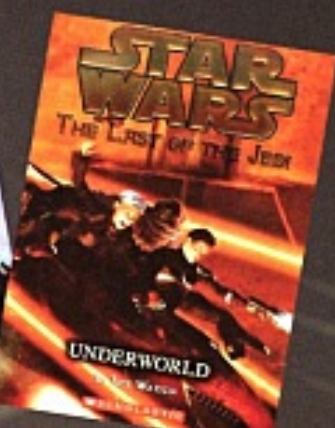
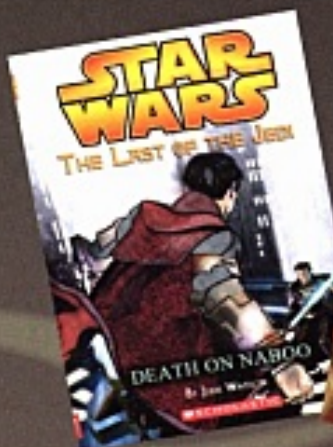
The light flashed green. *Departure Granted.*

The light flashed yellow and the screen was blinking *Contact Ground Control* as he fired the engines.

Ignoring the summons, Ferus took off.

Korriban had taught him something. He wasn't strong enough to take on the Sith. He wasn't ready.

Yet he was on his way. ☉





# DARTH VADER REVEALED

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# VIRTUAL SITH

Want to take control of your favorite Sith Lords or check out villains who haven't appeared in the movies? Look no further than our ultimate exploration of the Sith in *Star Wars* video games!

By Hugh Sterbakov

## DARTH VADER (HUMAN INCARNATION)

Anakin Skywalker's transformation into the ultimate Dark Lord of the Sith is chronicled in *Episode III: Revenge of the Sith* (PlayStation 2 and Xbox, 2005). Feel the rage boiling inside the young, conflicted hero as you annihilate Jedi and slaughter unsuspecting Padawans in the Jedi Temple, while careening toward your fateful battle with your former Master, Obi-Wan Kenobi. There's even a special alternate ending that allows young Darth Vader to prevail in their no-holds-barred confrontation.

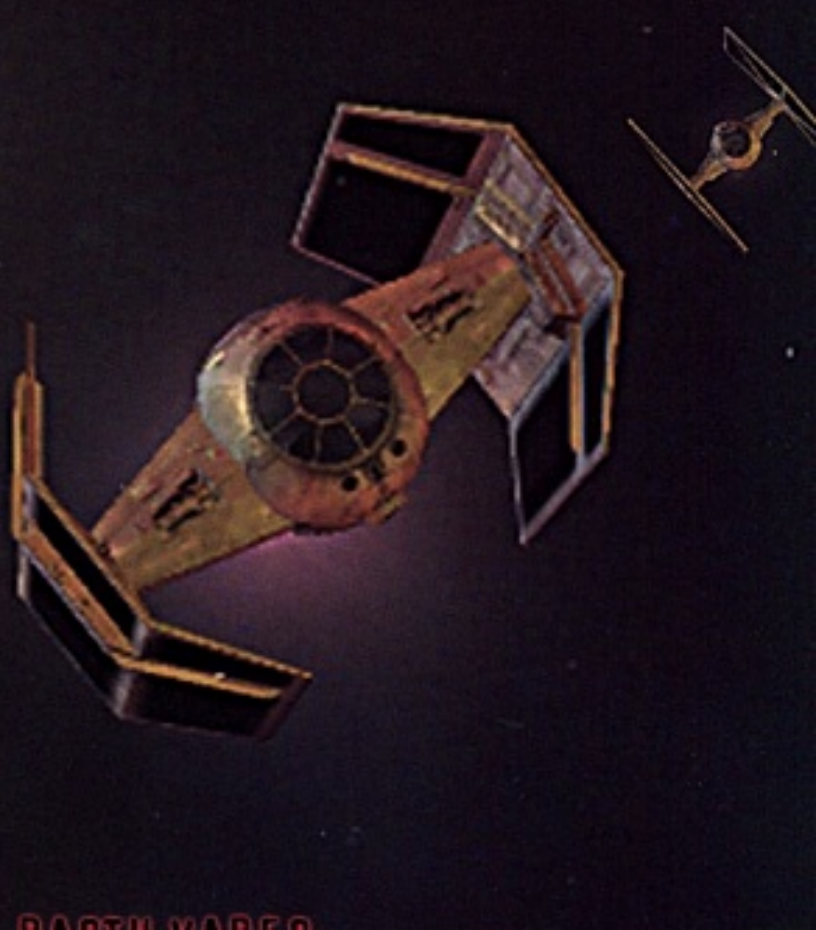






## DARTH VADER (ARMORED)

As the tyrant whose iron fist brought the galaxy to its knees under the oppression of the Sith, Darth Vader is the ultimate villain of many *Star Wars* games, but only a select few allow you to control him. Last year's **Battlefront II** (PlayStation 2, PSP, PC, and Xbox, 2005) offered a fine combination of Lord Vader's speed, stealth, and ruthlessness—not to mention the opportunity to cut through armies of Rebel soldiers with your red blade of death. Vader was also a bonus playable character in the **Masters of Teräs Käsi** fighting game. If you're looking for an opportunity to take on Vader, check out **Super Empire Strikes Back** (SNES, 1993). This side-scrolling classic put you in control of Luke Skywalker and offered the first great opportunity to engage Darth Vader saber to saber. For a chilling first-person encounter with Vader, hunt down the *Star Wars* Trilogy arcade game from a few years back.



## DARTH VADER (TIE ADVANCED FIGHTER)

Darth Vader's TIE Advanced Fighter is as ominous as his wicked breathing: When you see that ship, you know you're in trouble. Take control of the ultimate Imperial fighter in the classic **TIE Fighter** for the PC. Released in 1994 but today only playable on Windows XP as part of the **X-Wing Collector Series** (PC, 1998) **TIE Fighter** offers the most realistic starship interface ever seen in a *Star Wars* game. For a more frenetic, arcade feel, check out **Rogue Leader: Rogue Squadron II** (GameCube, 2001), which arms you with the TIE Advanced's cluster missiles (which were never seen on film and are likely apocryphal) for a revenge run on the Rebels' Yavin base after the destruction of the Death Star.







## DARTH SIDIOUS (THE EMPEROR)

Until last year, our low midi-chlorian-count minds couldn't even envision the raw power of the Emperor in serious combat. But after finally seeing Chancellor Palpatine draw his lightsaber and get down with his Sith self in Episode III, we're all salivating for more. Action enthusiasts will want to check out **Battlefront II** for a fast-paced take on the ultimate Star Wars villain, but the new real-time strategy title, **Empire at War** (PC, 2006), offers the player a rare opportunity to fully utilize the Emperor's mind-clouding abilities. One mission pits you, as Darth Sidious, alone against an entire Rebel outpost. You'll use the dark side of the force to trick the Rebels into fighting by your side as you wipe out entire battalions with lightning and crush their puny buildings. Say it with him: "Unlimited power!"



## DARTH MAUL

Until the prequels, the only Jedi we'd seen in combat were old men and an inexperienced youth...and clearly, we hadn't seen anything. As the most agile and ferocious combatant from any of the Star Wars films, Darth Maul fueled our imaginations and influenced Star Wars video games forever with his vicious acrobatics and merciless double-bladed lightsaber. Maul first appeared in the very first prequel game: **Episode I: The Phantom Menace** (PC and PlayStation, 1999). Maul was also a secret playable character in **Star Wars Demolition**. He also thrashed hardcore as a hidden skater in **Tony Hawk's Pro Skater 3** (PS2, GameCube, Xbox, and PC, 2001) and was playable in **Jedi Power Battles** (Dreamcast, 2000). But your best opportunity to put Maul's full power at your thumbs lies in **Battlefront II**, where he's been meticulously re-created with all of Ray Park's glorious agility. For a laugh, also check out big-headed Darth Maul in **Super Bombad Racing** (PS2, 2001)!







## DARTH TYRANUS

Jedi Master Count Dooku was trained in the Jedi arts before learning the ways of the Sith from Darth Sidious and becoming Darth Tyrannus. This lethal Lothario co-masterminded the fall of the Republic with Sidious and single-handedly defeated Obi-Wan Kenobi and Anakin Skywalker in combat on Geonosis, taking Skywalker's arm in the process. In the video-game world, Dooku first appeared in 2002's **Clone Campaigns** expansion for the real-time strategy game **Star Wars: Galactic Battlegrounds** alongside the release of his film debut, *Attack of the Clones*. To feel the full fury of his Force, however, take him on in the **Episode III** video game. See if you can't make him feel hot under the collar.



## ASAJJ VENTRESS

Count Dooku's single-minded Sith Apprentice, known to Star Wars fans as the ultimate champion of dual-wielding lightsaber combat, made her most memorable appearance in Cartoon Network's *Clone Wars* series. She ultimately fell to the rising power of young Anakin Skywalker—and offered the future Sith Lord his first opportunity to use a red lightsaber. Asajj lives on, however, in **Battlefront II**, thanks to a special downloadable expansion pack available exclusively through Xbox Live for only \$4.99. The premium download also adds Kit Fisto and four new maps to the game.





# VILLAINS OF THE OLD REPUBLIC



**DARTH REVAN**

Darth Revan was one of the most ambitious Sith in history, leading a massive fleet of ex-patriates in a war against the Old Republic—while trying to locate the mythical Star Forge, a source of potentially unlimited power. He certainly would have succeeded were it not for the betrayal of his apprentice, Darth Malak, and the intrepid interference of a Jedi called Bastila Shan. Revan's mysterious disappearance and legacy are among the most exciting expanded universe stories in *Star Wars* history. They're chronicled in *Knights of the Old Republic* (Xbox and PC, 2003) a true modern classic and must-play for any *Star Wars* fan.



**DARTH MALAK**

The nefarious Darth Malak, who inherited the mantle of Sith Lord after betraying and destroying his Master, Darth Revan, is the villain of *Knights of the Old Republic*. Malak's most distinguishing feature, his steel jaw, disguises a vicious lightsaber wound inflicted by his former Master in their desperate final battle. Following in his predecessor's footsteps by attempting to conquer the galaxy via the power of the Star Forge, Malak becomes the ultimate threat to the Old Republic, and only one Force-sensitive warrior with a mysterious past and cloudy memory stands in his way.



**DARTH SION**

Perhaps the most rage-filled Sith Lord yet encountered in *Star Wars* lore, Darth Sion is a shattered mess of flesh and bone. Sion is in constant pain, but his body is held together by his will and fury—he is a true, immortal manifestation of the dark side of the Force. A feared lightsaber assassin, Sion's chaotic wrath is directed toward Sith and Jedi alike as one of the titular villains in *Knights of the Old Republic II: The Sith Lords* (PC and Xbox, 2004).





## DARTH NIHILUS

Darth Nihilus and Darth Sion conquered and expelled their Master, Darth Traya, from the Sith Order before setting out to expunge the Jedi from the galaxy. Nihilus' powers grew so extreme that, for most beings, mere exposure to the Sith Lord would cause immediate and utterly mindless devotion. With a crew of slaves, Nihilus set out to conquer the galaxy in his starship, the *Ravager*, and soon destroyed the planet Katarr along with all of the Jedi on it. Nihilus' haunting mask graces the cover of the only game in which he has appeared, *Knights of the Old Republic II*.



## VILLAINS OF THE NEW REPUBLIC



## DESANN

Desann fell from grace at Luke Skywalker's Jedi academy and became a teacher in the dark side of the Force for a remnant sect of the Galactic Empire, as chronicled in *Jedi Knight II: Jedi Outcast* (PC, Mac, Xbox, and GameCube, 2002). A member of the lizard-like Chistori species, Desann proves a formidable foe for the born-again Jedi Kyle Katarn in one of the best *Star Wars* action games ever.



## TAVION

As the dark pupil of Desann, Tavion's apprenticeship is shown in *Jedi Knight II: Jedi Outcast*, where she assisted her Master in his scheme to use spirits from the Valley of the Jedi to infuse dark Force powers into his "reborn" army. In *Jedi Academy* (Xbox and PC, 2003), the sequel to *Jedi Outcast*, Tavion traveled to the Valley of the Dark Lords to resurrect an ancient Sith lord, the diabolical Marka Ragnos, with only young Jedi Jaden Korr to stand her in her way.



# At Last They Will Have Their Revenge

PLUS, PREMIUM FORMAT LUKE SKYWALKER ON DAGOBAH

## 12-INCH DARTH MAUL

The second entry in Sideshow Collectibles' Dark Lords of the Sith line (you *did* preorder the 12-inch Darth Vader: Sith Apprentice San Diego Comic-Con exclusive, didn't you?) is the satanic-looking Darth Maul. Created with an amazing likeness of actor Ray Park, Maul comes with a hooded Sith robe, several lightsaber variations, electrobinoculars, interchangeable hands, and a display base. The regular version should still be available for preorder at [www.sideshowcollectibles.com](http://www.sideshowcollectibles.com) for \$49.99.

## 12-INCH ACCESSORY SET—SITH PROBE DROIDS

Shortly after the 12-inch Darth Maul goes on sale, Sideshow will make this set of Sith probe droids (as seen in *The Phantom Menace*) available for approximately \$29.99. The set comes with three probe droids and includes support rods, a desert-themed display base, and a droid controller bracelet.

*Note: The image seen is a prototype, not the final product, and is subject to change.*



## MEDICOM VSD FIGURES

Previously only available in Japan in limited quantities, Medicom's VSD figures will be released this summer in the U.S. by Sideshow Collectibles for about 60 bucks each. Cast in vinyl and sculpted in a disproportionate super-deformed style, these posable figures stand about 10 inches tall and are a must-have for anybody who appreciates artistic toy sculpting. It is useless to resist.



## ANIMATED BOBA FETT MAQUETTE

Complementing its line of Clone Wars maquettes is Gentle Giant's series of statues featuring original trilogy characters sculpted as if envisioned by the Cartoon Network team in loving three-dimensional detail. The series' first entry, Boba Fett, stands about 8.5 inches tall and will go for \$80 when it ships in September. Expect Princess Leia with R2-D2 and Darth Vader later in the year.







### LEGO STAR DESTROYER

Scheduled for an August release for \$99.99, the Star Destroyer features movable gun turrets and an escape pod, while the top and command bridge can be moved, giving access to Vader's meditation chamber. The included mini-figs include Darth Vader, Grand Moff Tarkin, Imperial officers, stormtroopers, Royal Guards, an Imperial R2 unit, a mouse droid, and Palpatine's hologram.



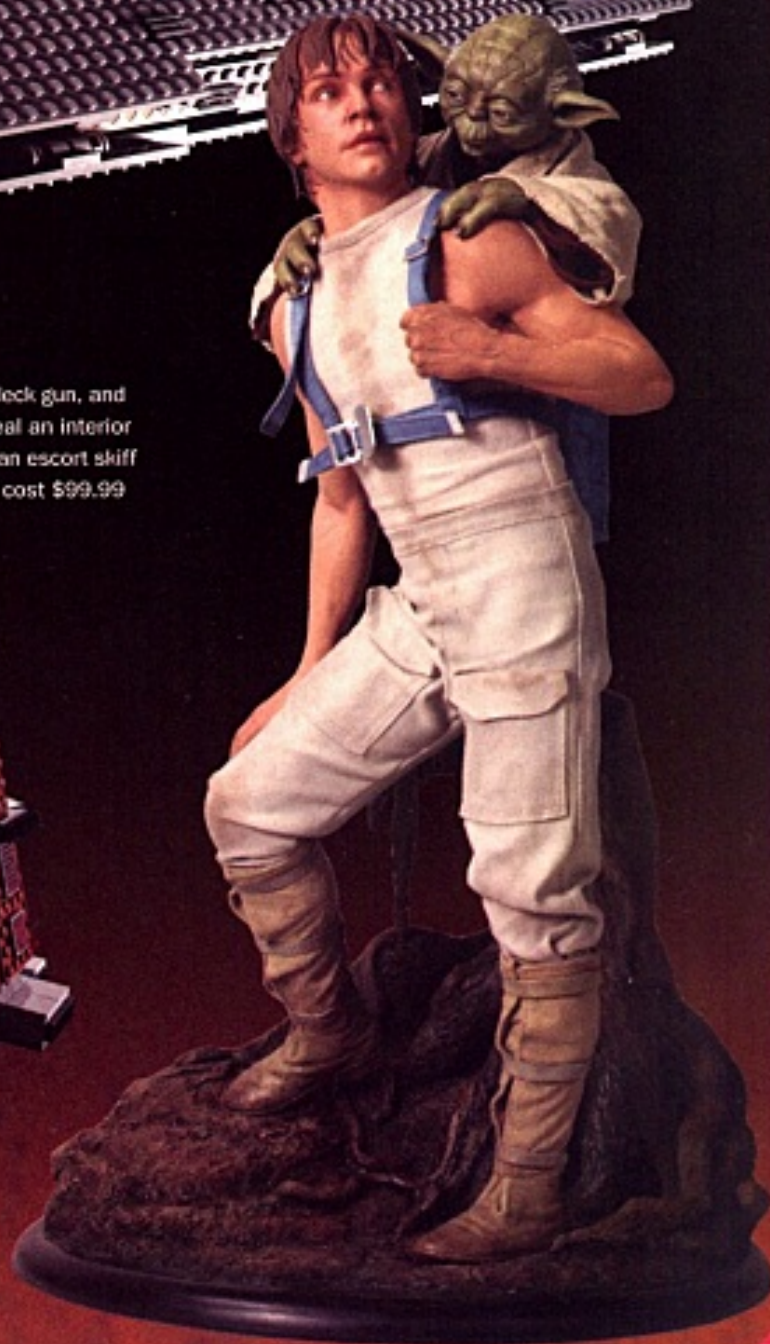
### LEGO JABBA'S BARGE

The set fans have been salivating for comes with positional sails, rotating deck gun, and functioning catapult, while the sides can be folded out of the way to reveal an interior section complete with kitchen and weapons hold. The set also comes with an escort skiff with retracting plank, a LEGO-munching sarlacc, and eight mini-figs. It will cost \$99.99 when released in August.



### PREMIUM FORMAT LUKE SKYWALKER ON DAGOBAH WITH YODA

Sculpted in 1:4 scale, Luke Skywalker learns the ways of the living Force from Master Yoda, who is included in Luke's backpack. The exclusive version, which includes Darth Vader's damaged helmet with Luke's face underneath, is most likely sold out by now, but the regular version should be available at [www.sideshowcollectibles.com](http://www.sideshowcollectibles.com) for \$349.99. It will ship toward the end of the year.







By Bonnie Burton and Pablo Hidalgo

## Best of Star Wars Blogs



**I**f you're online, chances are you're blogging. Thanks to *Star Wars: Blogs* ([blogs.starwars.com](http://blogs.starwars.com)), Hyperspace members can blog about their favorite collectible, share theories about their favorite films, review books and comics, and offer up memorable stories explaining why they love the saga. Members aren't the only ones blogging away. Cast and crewmembers like Skywalker Sound's very own Matthew Wood and David Acord, as well as writers Karen Traviss and Ryan Kaufman, *Star Wars* illustrators, and licensees like Topps and *Star Wars Insider* magazine, are having fun with their VIP blogs as well. To read thousands of blogs covering such topics as the films, collecting, Expanded Universe, gaming, fan activities, and more, visit [blogs.starwars.com](http://blogs.starwars.com).

In this issue, check out these blog entries that pay special tribute to everything Sith-related.



### PALPATINE REVEALED

By: Sol Kassir

Blog Name: *Ramblings*

from the Detention Center

Emperor Palpatine—what a name. Where did it come from? How did "Palpatine" come about? Can I baffle you with my big words?

There have been various blogs written about translations of the names of *Star Wars* characters, especially those of the Sith nature like Darth, Maul, etc. But I don't think I've seen any one blog about Palpatine's name and its meaning. Now, Palpatine itself is the product of a very creative mind. It cannot be translated from any other language like Darth or Vader, and no variation of it can be found in the dictionary like Maul or Tyrannus...or can it?

Of course, if you dig a bit, you can always find ways to unravel a puzzle—which is what I did, actually quite by accident, when I found the word "palatine" in the dictionary. That's right: Palpatine is a variation of the word palatine, and a damn creative variation at that.

I want to call your attention to this definition of the word palatine: "a feudal lord exercising sovereign power over his lands." Still think I'm nuts? How about this definition: "belonging to or fit for a palace." These references are so subtle, yet clear and straightforward. Relating them to Palpatine is simple, because each of these accurately describes his attributes: He sure did like his feuds, he liked to display power through Vader, and he certainly belonged in a palace—his ego wouldn't allow any other living quarters.

But the most curious definition is this: "the most important of the Seven Hills of Rome." The Seven Hills were supposedly the location of the first settlement, as well as the site of many Imperial palaces, of Rome. As you may or may not know, Rome was founded by Romulus and Remus—no, they're not Klingons, you oafs—who were in turn found on the Palatine

Hill. This isn't a history lesson, so you'll have to research any further facts yourselves. My point is this: Only a man named Palpatine, possibly named after this Roman reference, can otherwise find a fantastic way to pretentiously proclaim himself Emperor and label himself the most prominent focal point in history—in this case, the *Star Wars* history.



### DARTH MAUL AND JAX PAVAN

By: TiaWyn

Blog Name: *TiaWyn's Star Wars Blog*

I recently finished reading *Darth Maul: Shadow Hunter* by Michael Reaves and the included novella, *Darth Maul: Saboteur*, by James Luceno. It wasn't what I expected. I'm not sure what I expected, but what I found wasn't it.

When I first picked up the book, I had some concerns about getting inside the head of Darth Maul. I've read other books that put the reader inside the head of Count Dooku, and I didn't like it. Count Dooku gives me the creeps. After being inside Dooku's head, I always feel like I need to take a shower. I expected to have a similar reaction to being inside the head of Darth Maul, but it didn't turn out to be that way at all. After reading these stories, my level of respect and sympathy for Darth Maul went up tremendously. The poor guy really never had a chance.

His full story still isn't clear to me, but I got the part where he was taken by Darth Sidious as a young child and "molded" into what he became. "Molded" is another way of saying abused, and Maul was yet another victim of Darth Sidious. Maul didn't really have the chance to choose to "turn" to the dark side as an adult, the way Dooku and Anakin did. The dark side and the ways of the Sith were thrust upon Darth Maul at a very young age.

There are other questions about Maul's past that weren't answered in these stories. Did Darth Maul have a "real" name? I mean,

Darth Sidious was Palpatine, Darth Tyrannus was Dooku, and of course, Darth Vader was Anakin Skywalker. What was Darth Maul's name before Sidious made him a Sith Lord?

My appreciation for Darth Maul's skill set increased tremendously while reading these stories. He did have talents other than just being a mindless tracker and killer. He was even quite clever at times. As a longtime Darth Vader fan, it's hard for me to admit this, but I think Darth Maul was better at Force persuasion than Darth Vader. Of course, Darth Vader didn't really have need for Force persuasion. Unlike Darth Maul, Darth Vader had the power of the Emperor and legions of clones/stormtroopers behind him. Darth Maul and Darth Vader served the same Master but in very different situations. For the most part, Darth Maul had to go it on his own during his time of service.

There may have been other cases I'm not aware of, but the only time I know of Anakin Skywalker using Force persuasion was on the reek in the Geonosis execution arena. I don't recall Darth Vader ever using Force persuasion. Why didn't Darth Vader use Force persuasion on Captain Antilles? Was Captain Antilles too strong-willed? I bet Darth Maul could have gotten Captain Antilles to talk. For that matter, Maul might have even been able to get Princess Leia to talk.



### SITH JOKES

By: The Stooge

Blog: *Star Wars Joke-A-Day*

How many Sith Lords does it take to change a lightbulb?

Two. (Always two, there are.)

What was the name of the Death Star's day-care center?

Vader tots!

Where did Palpatine buy his Sith-ly robes?  
At the Darth Mall!





## DARTH VADER IN THIRD EVASIVE ACTION WEBSTRIP

*Evasive Action: Prey*, the sequel to the popular *Reversal of Fortune* and *Recruitment* webstrip story arcs, is now online on Hyperspace. Written by Paul Ens and illustrated by Thomas Hodges, the comic not only features Order 66 survivors, but also a rather upset Darth Vader.



Did ya hear about Anakin Skywalker's new workout video?

It's called "Limbs of Steel."

Why did Anakin Skywalker cross the road?

To get to the dark side!

Hammerhead walks into the Mos Eisley Cantina.

Bartender asks, "Why the long face?"

How many protocol droids does it take to change a lightbulb?

Three—one to change the bulb and two to whine about how it's not their primary function.

How do we know Chewbacca was good at baseball?

He won Wookiee of the Year!

Knock Knock

Who's there?

Shmi!

Shmi who?

Itsh me! Open the doorsh!

Knock Knock

Who's there?

Motti.

Motti who?

Motti interest you in the greatest vacuum ever produced, the *GalactiVac 4000*?

What name did "Old Ben" adopt after he became an Italian pastry chef?

Obi-Wan Cannoli!



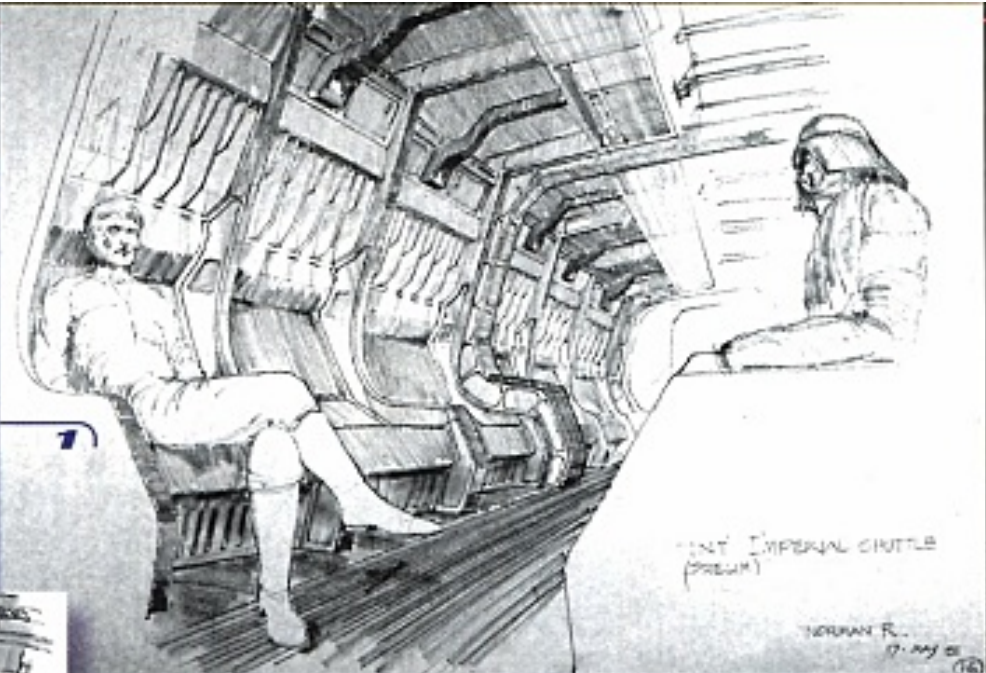


## GALACTIC GALLERY

Before our favorite *Star Wars* visionaries came to be such icons, they initially worked in the world of concept art and helped translate George Lucas' imagination into reality. Here is a showcase of their wondrous work.

### Uncomfortable Silence (1)

One could imagine the awkward silence between Skywalker and Vader in this environmental study of the interior of the Imperial shuttle, as illustrated by Norman Reynolds.



### Vader's Chamber (2)

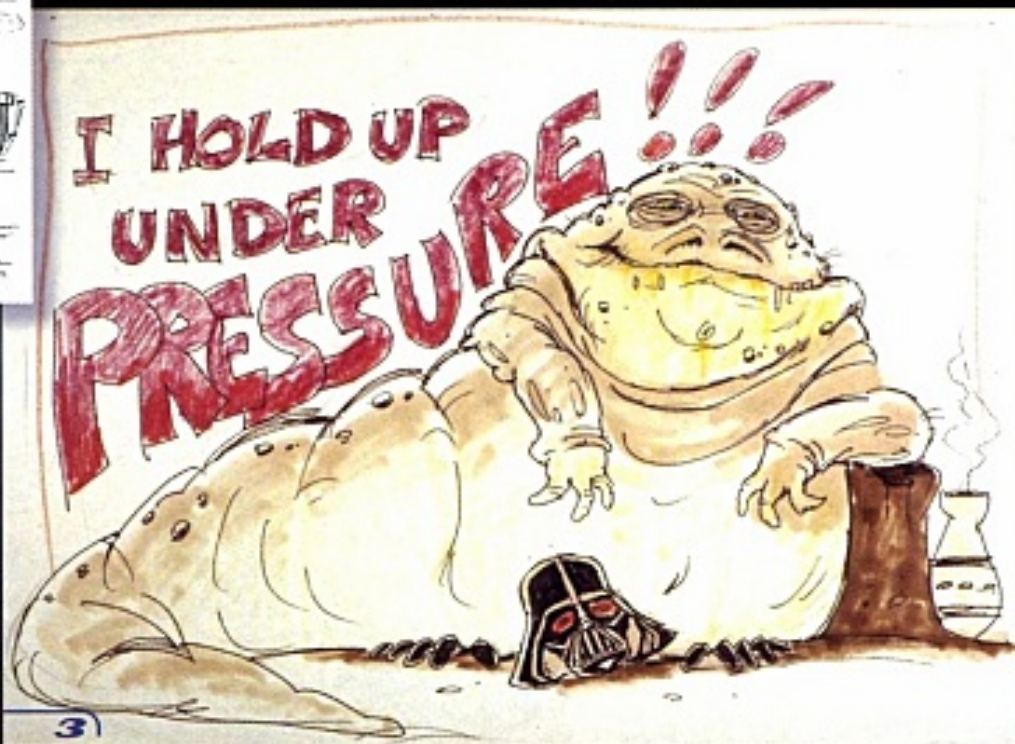
Norman Reynolds defines the look and feel of Darth Vader's meditation chamber.

### Under Pressure (3)

The Creature Department developed so many aliens under such a tight deadline for *Return of the Jedi* that such pressure often manifested itself in strange ways.

### Fated Duel (4)

An early production sketch by Ralph McQuarrie blocks out the Cloud City duel between Luke Skywalker and Darth Vader.





## PHOTORECEPTOR

Explore the corners of all six *Star Wars* films with these rare and sometimes never-before-seen images from the depths of the Lucasfilm image archives.

### ***Terrible Eye (1)***

Before it was decided to create the Death Star as a model, a matte painting was originally going to represent the battle station. This early version has a noticeable difference in the placement of the superlaser dish from where it ended up on the final miniature.

### ***Like Father, Like Son (2)***

The Skywalker saga approaches its climax as Luke Skywalker (Mark Hamill) finally confronts his father, Darth Vader.

### ***Secret Swordmaster (3)***

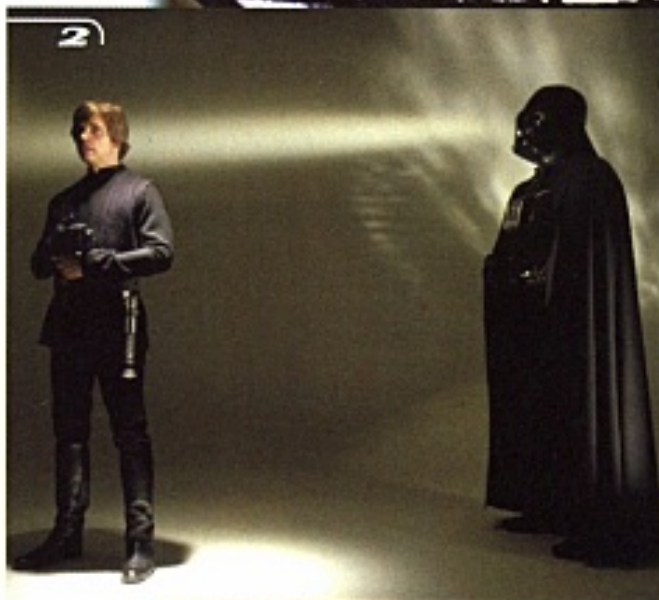
Beneath Darth Vader's dark robes and helmet is stunt performer Bob Anderson, who duelled with Mark Hamill in *The Empire Strikes Back* and *Return of the Jedi*.

### ***Ominous Visions (4)***

Luke Skywalker gets a chilling look at his future, courtesy of this dummy head used in filming the Dagobah cave sequence.

### ***Middle of a Dark Lord (5)***

Vader's torso and chest-plate are modeled for reference purposes during the making of the original *Star Wars*.







By Bonnie Burton

# MAKE YOUR OWN VADER MURAL

**DO** you have a big, bare wall just begging to be decorated? Instead of smothering it in posters, why not take it to the extreme and make your own Sith mural? Just grab some tape, construction paper, and a few other materials to transform a boring wall into an Imperial masterpiece. And because you won't be using paint, you can take it down whenever you want to change your room again.

What you need:

- Star Wars coloring books or an easy-to-copy Darth Vader image
- Color construction paper
- Tape (clear or masking tape is fine)
- Black gift-wrapping paper or black crepe streamers
- Scissors

## INSTRUCTIONS

**1** Copy a simple image of Darth Vader from a coloring book or a T-shirt design and get started. You'll be using the picture you find as a guide to duplicate the same image on your wall in much larger form.

**2** Most characters that are cartoon-like or from a stencil are drawn with a thick black outline. That's where your black gift-wrap paper (or black streamer) comes in. You'll want to cut your paper into varying lengths but attempt to keep the width (a couple of inches wide) the same. For this design, we'll just be using the helmet of Darth Vader and not his entire body.



**3** Begin by taping the backs (non-glossy side) of the paper and fastening them to the wall. Most of the time, you'll be glancing back and forth at the wall and your image guide. Don't be impatient! This takes a lot of trial and error to get it right. It doesn't hurt to have a friend stand behind you to give pointers on where to place the next strip. Sometimes two pairs of eyes are better than one.



**4** When you are finished with the outline using black gift-wrap paper or streamers, that's the time to fill in the rest—it's just like filling in an oversized coloring book. Use black construction paper or, if you plan on keeping the mural up for awhile, use fade-resistant colored paper. You don't want the sun to bleach out Vader's dark demeanor, do you?



**5** Cut the construction paper into shapes matching the eyes and grille of the helmet or whatever else that needs to be colored in. Also, feel free to experiment with glitter, felt, and other materials. As long as they can be fastened to the wall using tape, you should be fine.



**6** Because this mural won't be permanent (like a painting would be), you can change your mind anytime you want and take the mural down.





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VOL. 19

# BANTHA TRACKS

BY THE FANS.  
FOR THE FANS.

## Celebration of Sith

While most of us may behave a little more like Luke Skywalker than Emperor Palpatine in our everyday lives, when it comes down to it, it's cool to be the bad guy. Or at least to imagine that we are the bad guy. Admit it. How many times have you wished for Force choke power?

Bantha Tracks readers send in wonderful art based on many subjects of the *Star Wars* saga, but if we were to count up the submissions over the years, the Sith—and Darth

Vader in particular—would probably be the most popular subject. To celebrate this *Insider's* Sith theme, *Bantha Tracks* shares some of the best and most interesting of our readers' submissions.

(Left) Even though he has not yet donned the armor, Anakin Skywalker is already the Sith apprentice Darth Vader when he confronts Obi-Wan on Mustafar. "I think what inspires me most about *Star Wars* is that it is, to this day, different," writes freelance artist Rich A. Molinelli. "I strive for that every day in my work."



Seventeen-year-old Jared Dugan created his fiery Darth Vader artwork, in what he refers to as the *Clone Wars* style.



(Right) After Darth Vader, it could be argued that Darth Maul is the most illustrated Sith. Jason Williams drew his Darth Maul cartoon by hand and inked it, then used Photoshop and Illustrator for color and backgrounds.

(Left) Mark Maxwell combined images of Anakin Skywalker before and after his fall on Mustafar to create this haunting drawing.



JASON  
GRIFFIN

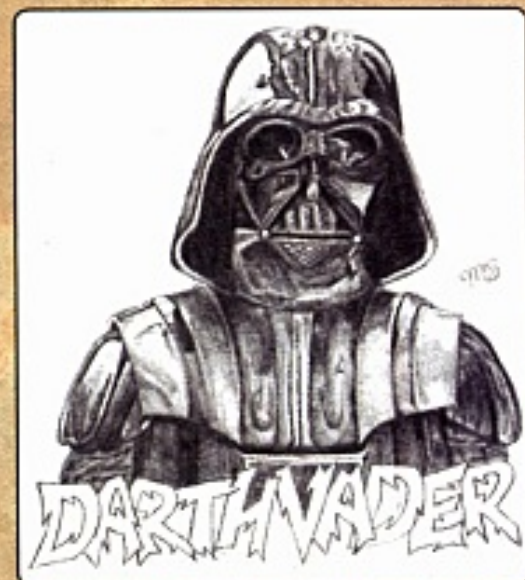
"We have an endless supply of art that my friend Jason Griffin and I have created as a team," says *Star Wars* fan and artist David Odams. With Griffin as colorist and Odams as illustrator, the team created "Enemies of the Jedi," depicting the most vile and effective Sith of the *Star Wars* saga.



Sean Harter used a felt tip pen, then colored in his drawing with PaintShop Pro. "I like the character of Ventress because she is the product of a hostile environment and has learned to transform her pain and hate into great strength," says Harter. "Plus, she kicks butt."



"After seeing so many great pieces of artwork from the concept designers on *starwars.com* and dreaming of being able to do that kind of work someday, I did a piece that my friends and family could enjoy," says Jeff Grossman of *fourpoints-north.com*. "This piece is of Anakin transitioning to the dark side."



Sixteen-year-old Megan Stewart added the perfect text to her drawing of the Dark Lord.





More Sith in the mail. Elizabeth Rimmer dedicated one side of her *Rantha Tracks* envelope to the dark side.



Go, Sith! Blopke, a self-described "major Star Wars fan," included Dark Yoda on his envelope to *Rantha Tracks* and wishes the Jedi "good luck bringing peace to the galaxy."



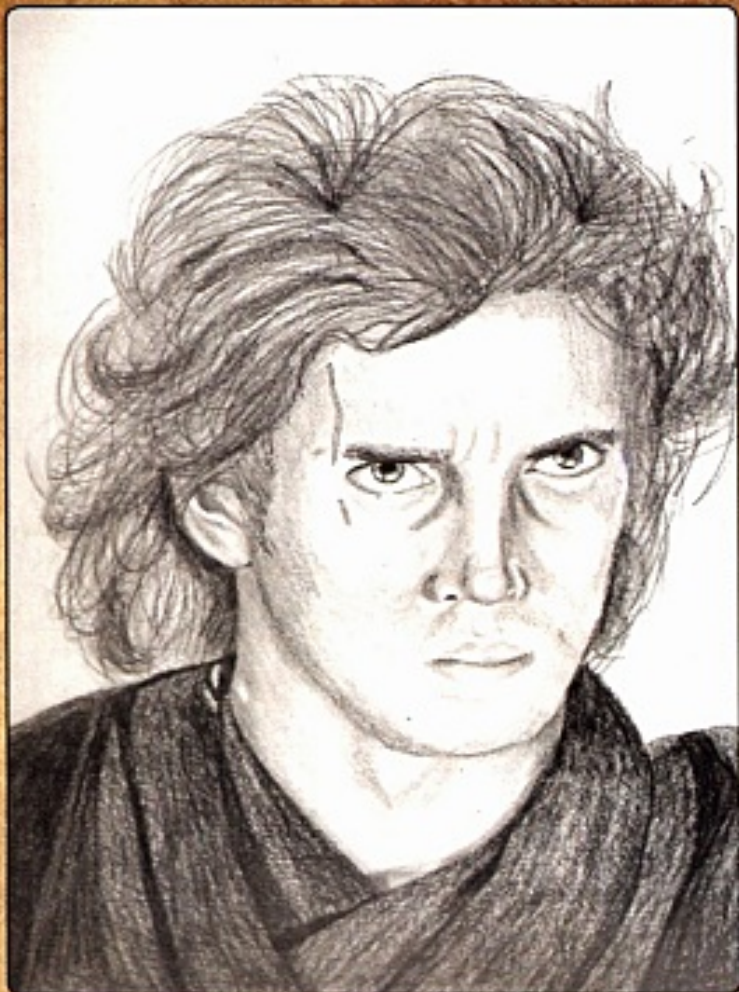
Jeremy Allen Warner did a masterful job capturing the remaining humanity of Anakin Skywalker in the midst of a sterile and mechanical environment.



(Above) The iconic helmet of Darth Vader drawn by Christopher Volkart.

(Left) A Sith and his maker. Rudy Best created this piece he calls "The Birth of Vader."





Patti Naretta was inspired by watching *Revenge of the Sith* "nonstop" in the video store where she worked this past fall. "Normally, I'm an Obi-Wan sort of gal," writes Naretta, "but I surprised myself, and my sister—a Hayden fan—by re-creating an intense Anakin moment from Episode III. Kudos to Mr. Lucas for making the missing piece of Vader's story come together for me!"



General Grievous may not technically be a Sith Lord, but he was trained in the Jedi arts by a Sith: Count Dooku. "This is an illustration I started drawing freehand, then scanned, redrew, and colored using Adobe Illustrator," writes artist Carlton Slater. "The anticipation of the movie's May release and design of Grievous' character inspired me to illustrate this intriguing creature/droid."

**BANTHA TRACKS**  
BY THE FANS.  
FOR THE FANS.



Linda Woods composed this original pencil artwork incorporating the classic *Return of the Jedi* lightsaber salute with Anakin Skywalker's hands à la *Revenge of the Sith*. Woods has been drawing *Star Wars* for fun since 1977.

See your work  
in *Bantha Tracks*!  
Please see submission  
guidelines on page 73.

## THE WAY WE WERE

Abel Peña

**S**tar Wars fan and frequent *Insider* contributor Abel Peña says he was naturally drawn to the Ewoks when he first saw *Return of the Jedi*, which was the first movie that he was old enough to see in a theater. That Halloween, he claims that he wanted nothing more than to dress as the Ewok warrior, Wicket.

"Here I am," writes Peña, "in what I then considered my most ferocious pose: a squat."

Peña shares his love of *Star Wars* through his contributions to *Insider* and *Wizards of the Coast Star Wars* products, and his blog on [starwars.com](http://starwars.com). Could it be his penchant for writing in detail about many aspects of *Star Wars* lore? Or could it be his "certain point of view"?

"Since 1983, I have remained an avid defender of Ewoks, Gungans, indestructible gloves worn by Darth Vader, and other controversial elements of the *Star Wars* mythos," says Peña.





# EDITORIAL

## My Best Friend Darth

Through the years of writing *Bantha Tracks*, I have received many hundreds of photographs from readers. One of the favorite topics for readers is, of course, their kids. And one of the most surprising, recurring themes in pictures from parents is kids posing with Darth Vader... and loving it.

Why, I've asked myself, are these kids not afraid of the Dark Lord of the Sith? Why isn't Darth Vader scary, especially to little kids? He maintains an admirable choking habit, makes a breathing sound that would creep you out if you heard it over the phone, blows up entire planets, and slices off almost as many limbs as Obi-Wan Kenobi.



Read, and the Force is with you. Photo submitted by Sue Rostoni

*Bantha Tracks* has overheard stories of sick kids in hospitals responding with joy when a costumed Darth Vader from the 501st Legion comes to visit. Darth Vaders by the score brighten up birthday parties for kids all over the world. Why do kids run to meet, rather than run away from, the Dark Lord?



Who's your daddy? Daddy Darth—Ian Hiebert—and his real-life daughter.



Princess Leia meets Darth Vader at Star Wars Celebration III. Photographer Ron Loughton calls this photo, "Daddy, what's the dark side?"

"There is a definite element of charisma and star power that emanates from Vader, and even the youngest of fans can sense and respond to that," writes Mark Fordham, newly elected Commanding Officer of the 501st Legion and Darth Vader costumer. "But I also think different kids see Vader differently. Some probably see him more for what he is than for who he is. They see an intriguing arrangement of textures and colors, complete with a light show and sound effects! Others may empathize with him. They may, like Peter's young daughter in *Hook* (commenting on the crusty old pirate), see 'a bad man who just needs a mommy.'" Fordham gets a variety of reactions when he's dressed as Vader, including kisses from very tiny girls and hugs from 40-year-old men.

"Donning the Dark Lord costume continues to be one of the highlights of my

life. Every time I put it on, I am filled with anticipation of the smiles I am able to bring to the faces of young and old alike," says Fordham. "Gee, I guess I love Vader too!"

Countless stories from costumed Vaders have come in that not only support the theory that kids are drawn to Darth Vader, but that they genuinely love the guy. Fordham shared a story from a Darth Vader costumer he knew from Garrison Titan out of Washington and Oregon. While in his Vader gear at a convention, the costumer missed a step and tumbled, breaking the fasteners on his helmet and his costly fiberglass shin guards. For the moment, he had had enough.

"As he was storming his way out the door, a small boy in a Jedi costume ran up to him and threw his arms around his legs," remembers Mark. "The mother came up to him and said that her son's name was Anakin and that he cried after seeing *Return of the Jedi* and Darth Vader dying."

The costumer hugged the boy, and held him for a picture. "As soon as the picture was over, he let him hold his lightsaber and the kid hugged him again and said 'I love you Darth Vader,'" says Mark. "Made him cry in his helmet. I think that day he truly realized that this was just not for him wanting to be Darth Vader but for them."



Ian Hiebert, Darth Vader for the Golden Gate Garrison, greets a young fan at WonderCon in San Francisco.





OK, maybe it's not every child who loves Darth Vader. Jacob Riley uses the dark side to the dismay of his little sister, Riley Burton. Photo by "Auntie" Bonnie Burton

Kids may love him, but Darth Vader is still bad—one of the most iconic bad guys in popular culture.

"I think Darth Vader's appeal is that even though he's evil, he isn't scary or slimy, and he doesn't have a mouth full of sharp teeth. He's got a cool black suit, flies a wicked fast TIE fighter, and has an army of stormtroopers at his command," says Ian Hiebert, Darth Vader with the Golden Gate Garrison from Northern California. "His evilness is seen through his actions and what he represents rather than just being outwardly vicious."

The draw is undeniable, but the causes are still mysterious. Maybe kids understand more than we think they do about the humanity underneath the dark visage.

At Star Wars Celebration II, Eleanor Brown was three years old. Obsessed with stormtroopers once she learned there were people inside the helmets, she insisted on having her picture taken

with every stormtrooper she passed. Then she spotted a costumed Darth Vader and was on the lookout for her opportunity to meet him and have her picture taken.

"We spotted a red Imperial Guard," writes Eleanor's mother, Anne Brown. "She walked right up to him and said, 'I can't find Darth Vader.'"

MTV was filming the guard at the time and got the exchange on camera. But Eleanor still had not fulfilled her mission of finding Darth Vader. The next day, however, she met not one but two Vaders and had her picture taken, beaming, between the pair.

"I have often asked myself why kids are fascinated with Darth Vader—even little girls. He's the farthest thing from a princess or a fairy," writes Anne. "It doesn't quite add up. Why will kids scream when they visit Santa Claus but they are drawn in by Vader? I certainly can't explain it."

Brown continues, "It's easy to understand why adults like Darth Vader—he's the epitome of the struggle between good and evil. We're all hoping that good will win. We are all faced with choices between right and wrong every day, so we have all felt that sense of being pulled in both directions. Luckily, most of our struggles are not as epic as Vader's,



Photo by Karen Loebe



Andrew O. Page, one of the Darth Vaders in the Southern California Garrison, reads *Darkside for Dummies* to an eager young audience. Photo by Britt Dietz

#### Bantha Tracks Submission Guidelines

Any original art, envelope art, comics, illustrations, news, stories, meeting information, or any materials voluntarily submitted become the property of Bantha Tracks. No compensation will be given for voluntary submissions, and there is no guarantee of publication. Submissions to Bantha Tracks will not be returned. Each submission must include the creator's name, age, contact information, date the work was created, and a statement that the work is original, created by the person submitting it, and that the person is a member of Hyperspace: The Official Star Wars Fan Club. Send electronic files to [banthatracks@insider.starwars.com](mailto:banthatracks@insider.starwars.com), or send your snail mail to Bantha Tracks, c/o Mary Franklin, Lucasfilm, P.O. Box 10228, San Rafael, CA 94912.

## BANTHA TRACKS

BY THE FANS.  
FOR THE FANS.



Mark Fordham as Darth Vader, and a young fan.

but we can identify with those feelings. Kids, of course, don't fully fathom Vader's journey. But something about him registers as being really cool."

Very cool indeed. Rock on, Vader.

Get In Tracks!

*Mary Franklin*  
Mary Franklin  
Editor, Bantha Tracks





By Darth Mao (of the Oakland Sith Lords)

**PARENTS!**

Don't know what to do with your little ones this summer? Need to help them reach their true potential? Enroll them in...

**DARTH MAUL  
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Bring out their inner demons by having it permanently tattooed on their face!

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Your kids will be entertained all summer by the dark side of the Force, with such thrilling activities as:

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Visit landmarks such as the Jedi Temple Purge on Coruscant and marshmallow roasts on Mustafar's scenic lava river!

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Play dodgeball with the heads of Count Dooku, Jango Fett, and others!

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Learn memorable songs about pain, fear, and suffering sung by the Dark Lord himself!



Your child will be **FOREVER CHANGED** after this experience. Once your child is back home, you'll immediately see the positive effects of our certified camp—they'll even be able to bring in extra income by forcing whoever they want to do whatever they want. Your family life will **NEVER** be the same again!

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**1-666-666-SITH**

**HURRY!**

Registration is extremely limited! First 50 signups will receive a **FREE** replica Darth Vader helmet and mask!

\*Breathing apparatus not included.

The souls of all children applying to Sith Lord Summer Camp become the lifetime property of the Sith; any parental claims or ties are immediately rescinded. Sith Lord Summer Camp is not responsible for any damages caused by children who return home and use the dark side of the Force, up to and including dismemberment and death. In applying to Sith Lord Summer Camp, you acknowledge that the Jedi order was completely responsible for any acts that brought about its own destruction. In fact, they were pathetic poseurs and deserve everything they had coming to them.



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# COLLECTOR'S PICKS

#1



#2



**Name:** Bonnie Burton

**Job:** Internet Content Developer for Lucasfilm

**Collecting Star Wars since:** Ever since I wore my first pair of Star Wars Underbosh!

**Favorite area of collecting:** I like crafty stuff like R2-D2 latch-hook rugs, paint-by-number kits, lightsaber glue sticks, rubber stamps, stickers, sewing kits, stained glass catchers, and activity books.

**Favorite Star Wars collectible:** I can't get enough of the Star Wars Droid Factory kit. I like to pretend I'm designing the ultimate in robotic fashions! I'm also proud of my PEZ collection, which includes a gigantic disco ball Death Star PEZ complete with lights and sounds.



## #1 15-Inch *Revenge of the Sith* Interactive R2-D2 With Bonus Poster \$89.99

"I've always wanted my own butler; now I can have the next best thing with this Interactive R2-D2. He beeps, plays games, and has a retractable arm that can hold a beverage! Now if he could also do laundry, I'd be set."

## #2 *Obey Vader: Shepard Fairey Print* \$7.99

"After writing an article all about *Star Wars* Street Art in *Insider* Issue #83, I was obviously thrilled that graffiti legend Shepard Fairey created a poster to pay tribute to my favorite bad boy—Darth Vader!" ☆

## #3 *Playskool's Spunky Potato: Artoo-Potatoo* \$9.99

"The kitschier the collectible, the better in my book. I can't get enough of the entire Playskool Mr. Potato Head *Star Wars* series, including the latest addition of Artoo-Potatoo. If they do an Anakin Frywalker next, I'm sold!"

## #4 *Princess Leia Pet Costume* \$14.99

"If I had enough pets, I would gladly buy the entire set of *Star Wars* pet costumes and reshoot the original trilogy using just dogs! I can imagine it now featuring Princess Poochie and the Dog Lord of the Sith!"

## #5 *Exclusive Skywalker Ranch Logo Adult T-shirt* \$19.99

"I'm a big fan of this retro-looking Skywalker shirt—which originally was only available for Lucasfilm employees! I always feel like a rock star when I'm wearing it. Ironically enough, this is the shirt most bands ask for when we interview them on [starwars.com](http://starwars.com)." ☆

#3



#4



#5





# WHAT'S NEW



**A Star Wars Rocks iPod Video Case \$29.95**

Star Wars Rocks cover for the iPod Video 30 GB or 60 GB featuring artwork by Hugh Fleming. ☆

**B Indiana Jones Baseball Cap \$24.00**

The Indiana Jones emblem logo cap is a must for any fan of the Indy movies!

**C General Grievous Collector Watch \$115.00**

Limited to 2,000 pieces, the new General Grievous watch features a sophisticated look with its gold-colored metal band.

C



**D Chrome Plated Darth Vader Statue \$299.99**

Standing 14 inches tall, this statue of Vader debuted at a Japanese convention and is now available exclusively at StarWarsShop.com. ☆

D



**E Indiana Jones Adult T-shirt \$22.00**

This 100 percent cotton Indiana Jones T-shirt is imported from Japan exclusively for StarWarsShop.com. ☆

E



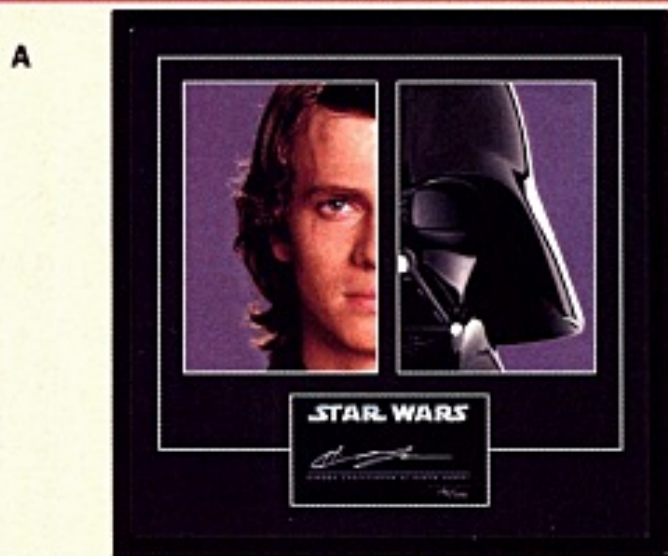
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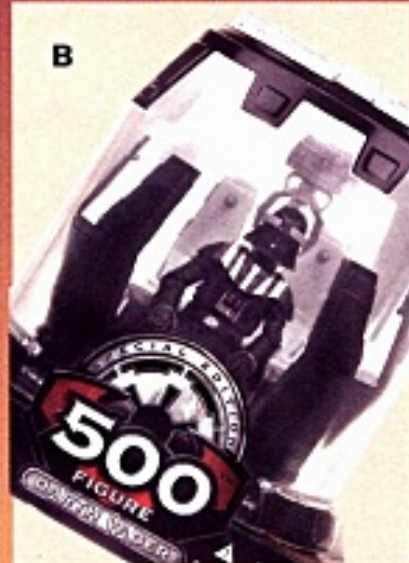
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# LORDS OF THE SITH



- A Anakin/Vader Framed Presentation (signed by Hayden Christensen) \$299.99**  
Signed by Hayden Christensen, this unique exclusive is limited to only 200 pieces worldwide.



- B Special Edition 500<sup>th</sup> Figure: Darth Vader \$14.99**  
Designed with incredible detail and superior articulation, the inspired package design allows for a lever on the back to be raised to lift off Vader's helmet!



- C Team Sith Baseball Jersey \$109.99**  
Button-up cotton knit gray Sith baseball jersey with orange trim



- D Limited Edition Darth Vader Mini Bust \$49.99**  
Gentle Giant artisans have returned to Vader with saber at the ready, based on Episode III.



- E Deluxe Emperor Palpatine Adult Costume \$59.99**  
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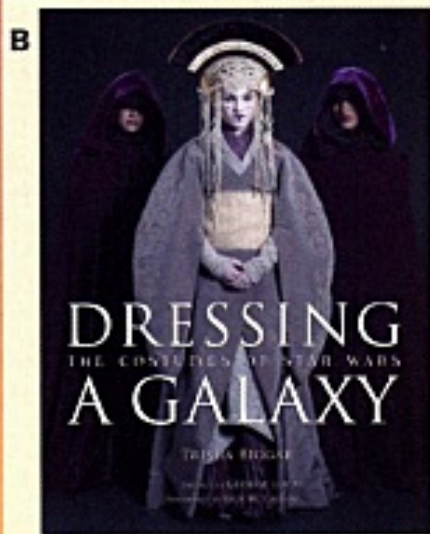
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